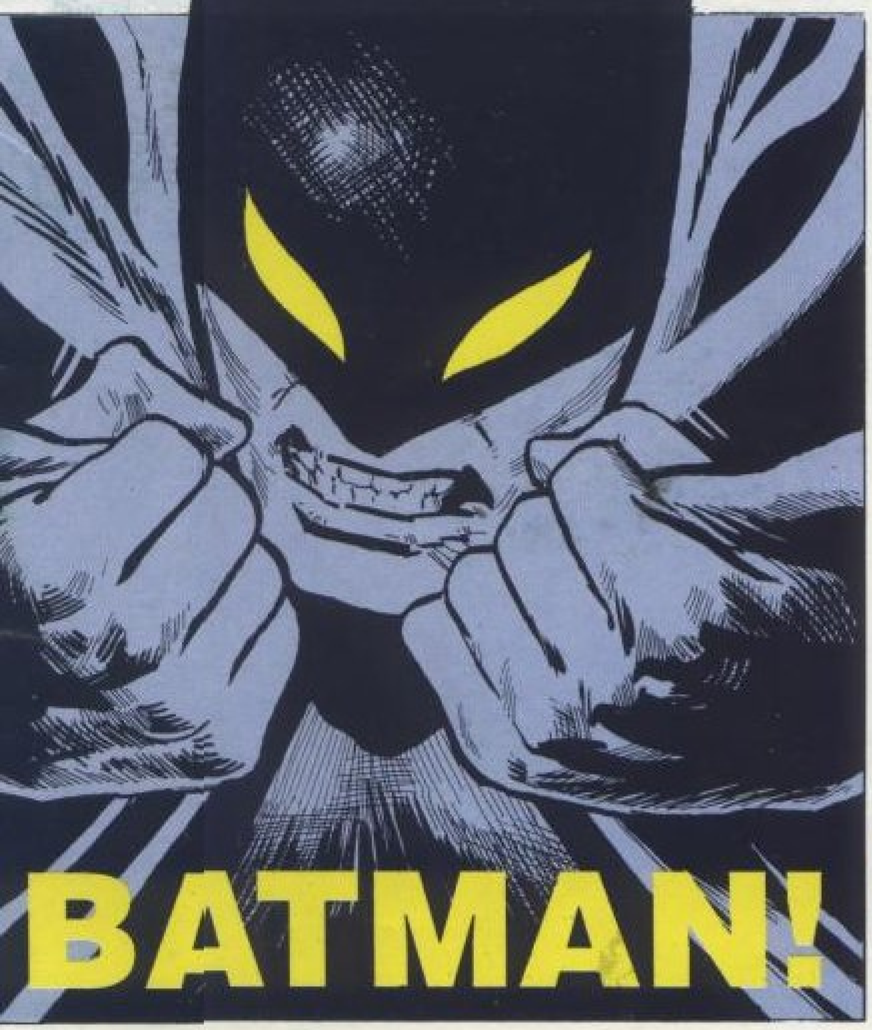
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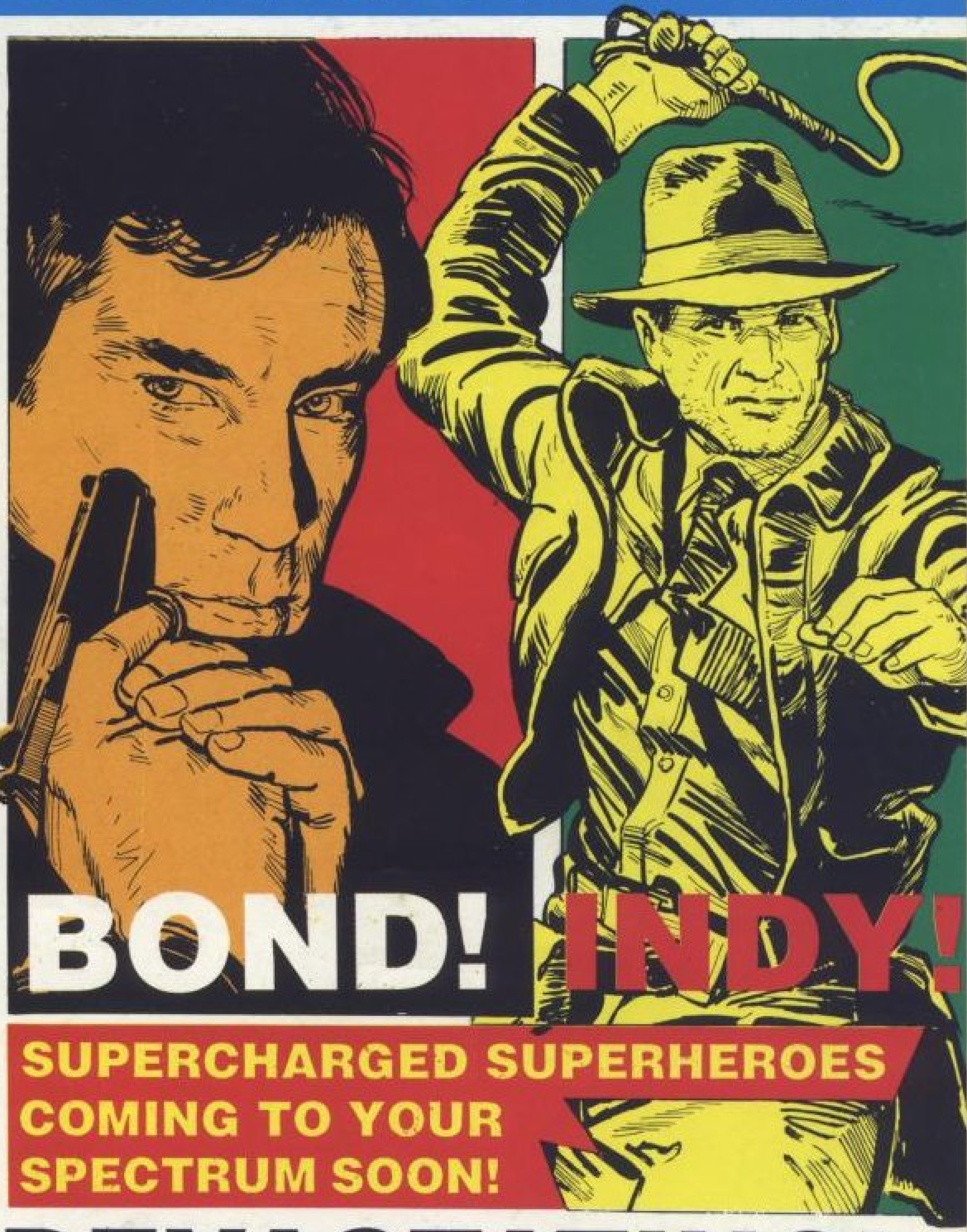
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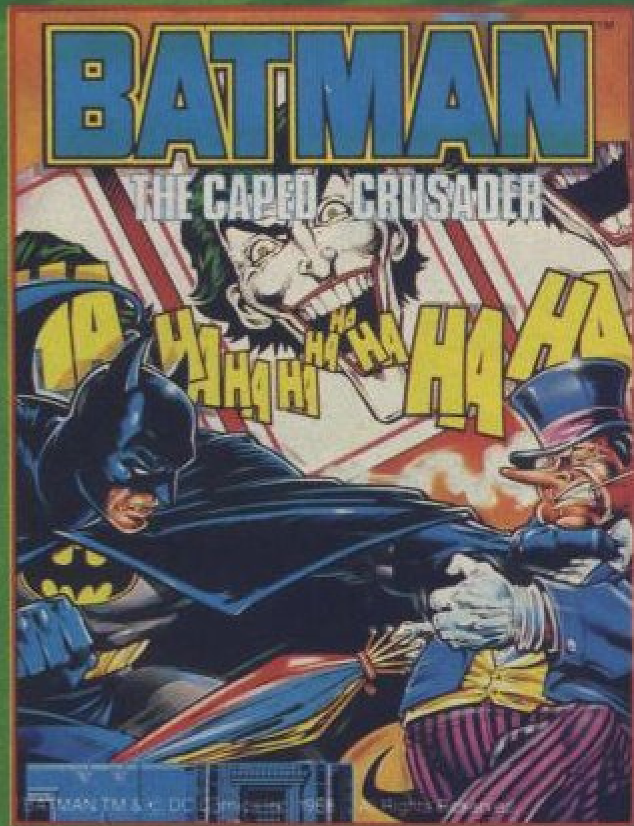
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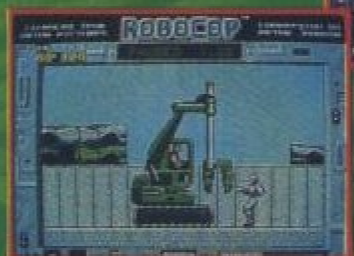
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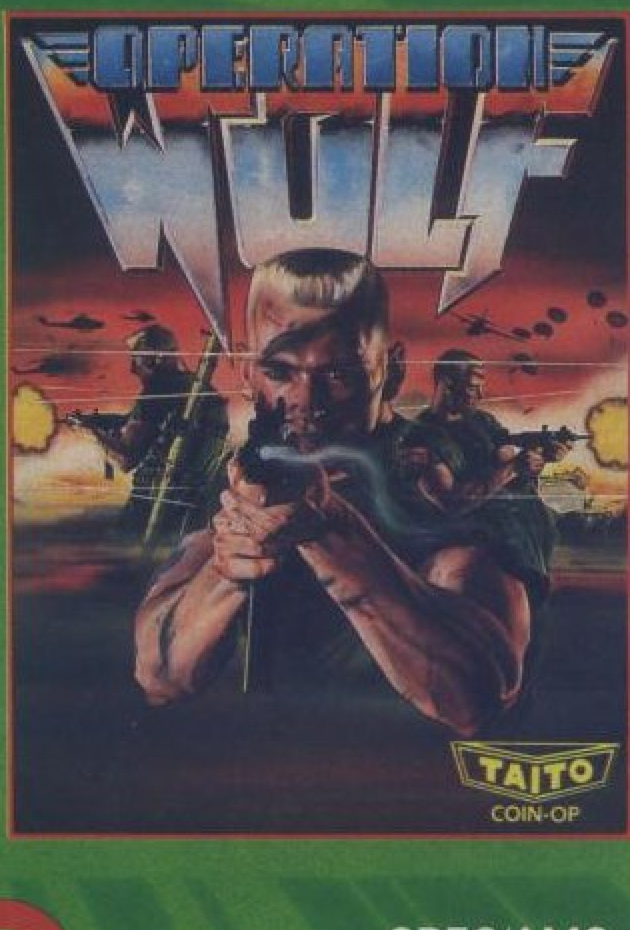
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ONTENTS

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would sit and watch the days go by,
be content in the dung,
l the next CRASH did come,
e glorious 27th of July!!
n the style of Richard Eddy)

THUMBS UP!

Your new look CRASH zooms way ahead of rivals!!

Great! What an amazing response to CRASH's new live-action look! So, a very big thank you to everyone who picked up last issue and made it such a success. And the good news is we'll be jamming more and more into future CRASHes to make it the hottest magazine and cassette on the Spectrum scene. Take a look in this issue for a taste of things to come — we've got the first screens of two of the biggest titles for the summer — *Batman* and *Indiana Jones*!!! Enough of this dilly-dallying, load up your Power Tape and join the Game Thrills!!

● CRASH Ladz



Game Thrills

QUONDAM



ORIGINAL CRASH GAME from OCEAN

THRILLS ON TAPE:

Where to find the goodies

A Side: **Quondam**

One Man And His Droid

Nick Roberts's POKEs

B Side: **Robot Messiah**

Whole New Ballgame

Check the loading instructions on the inlay.

Should your tape prove faulty, don't despair; send the complete package to **CRASH TAPE CLINIC JULY (66), SPOOL LTD, First Avenue, Deeside Industrial Park, Clwyd CH5 2NY**. A healthy Mega Power Tape will wing its way back to you.

What's a Quondam? Answers on a postcard to... Sorry, but we haven't a clue. How's that for honesty? What we can tell you, and you can experience, is that it's a brilliant game. It's a shoot-'em-up! It's a puzzle! It's a smashing ORIGINAL game written for CRASH by John Gibson and Karen Davies (of Denton Design fame).

You're in control of a fighter plane far in the future, flying through the tunnels of the Quondam Matrix, viewed from overhead. Located throughout the matrix are 43 hangars, of which 15 contain pieces of a jigsaw. Your objective is to fly to all 15 hangars collect the right jigsaw pieces and slot them all together to create the Quondam picture.

The other 28 hangars house weapon supplies, entering these accesses either a homing missile or a shield for your plane.

Vicious aliens in many shapes and forms also fly through the Quondam matrix firing at you with their weaponry. Happily you can do the same to them and shoot them to the ground.

FLYING AN' STUFF

When you start (press FIRE) a map of a part of the matrix is displayed. Your ship is shown as an arrow. The 15 jigsaw hangars are numbered, the numbers appearing next to their entrances on the map. Press SPACE and the map is replaced by the playing screen; your plane whirls into views heads off along the tunnel.

Move the joystick in your flying direction and the plane plunges

toward the bottom of the tunnel, travelling faster as it does so. Moving the stick in the opposite direction sends the plane as high as it can go. When it's reached its limit it flips over and travels in the opposite direction.

The plane can change direction at any of the tunnel junctions. To enter another tunnel, move the plane sideways into the junction and it plunges into to the adjoining tunnel, changing its flight direction as it does so. To stop you getting totally confused there's an onscreen compass.

You can check where you are within the Quondam matrix at any time by hitting (thwack!) SPACE — a map appears, viewed from the direction in which you are flying. To return to the game, press SPACE again.

To enter one of the hangars you need to be flying directly toward it (ie, the plane must be flying toward the top of the screen, so that it automatically enters). You can't enter a hangar when the plane is flying down the screen, nor can you enter just by flying sideways into it. Careful navigating around the matrix is needed if you're to get this right.

JIGSAWS AN' STUFF

On entering one of the 15 jigsaw hangars the screen changes to reveal a jigsaw frame with a few pieces of jigsaw already in it. You the 15 frames. However, the more carried, the quicker your energy decreases.

To move the jigsaw pieces around the frame use the fly icon. Place the fly over the desired piece, press fire and the fly picks it up. Move the piece to where you want it, press fire, and there it stays.

You can't drop pieces on top of each other, but you can interlock pieces which aren't meant to go together.
may find that not all the pieces in the frame are different, this is because there are, scattered throughout the matrix, three times as many jigsaw pieces as you need. There are, however, only enough of the right pieces to make the Quondam jigsaw once.

Below the frame is a red area. This is your plaen's storage compartment. Pieces may be taken from the frame and put in storage and flown to another of

WINNING AN' STUFF

Early on in the game you have to decide in which of the 15 jigsaw hangars you're going to build the complete picture. Your task is then to collect the missing pieces from the 14 other rooms and add them to the jigsaw in your chosen room.

When all pieces are fitted together the picture should flash. If it doesn't you haven't built it properly, so try swapping pieces around or collecting different ones.

Correctly completing the jigsaw gives you a bonus, and the remaining time (you have 40 minutes to complete the game) is used to go around shooting enemies — for double the points and with missile launcher and shield!!!

STATUS AN' STUFF

The Grandfather clock, on the left, is your time and energy display. As the 40 minutes of gametime elapses, the clock face dissolves. Similarly the clock's cogs represent your energy level and disintegrate as energy is used up.

Immunity and homing missiles are displayed at the top right. When a green light shows beside them, they're in operation, when it flashes green/red you're running low, and when it's red you're out. Down below are your three lives. You lose a life when you run out of energy, but gain a life at 10,000 points.

Below that is the compass and score.

THAT'S IT AN' STUFF

Phew!! What a lot of instructions — what a lot of game! *Quondam* is compatible with most joysticks and keys — selected at the very beginning of the game. Hope you like it folks! Coming up very soon CRASH has another ORIGINAL game for you from Ocean, and it's a real brain drainer, stay tuned!

ONE MAN & HIS DROI







ID

You've been sent off to the planet Anromadus to round up members of a species of alien animal named ramboids and teleport them to market. Despite the name, ramboids are not Sylvester Stallone look alikes, but are the Anromadian equivalent of male sheep — hence the name ramboids.

Technologically things have moved on quite a bit since the days when a shepherd's second-best friend was his dog. The modern shepherd has traded in Shep and got himself a droid, a multifunctioning device specially designed for the job. Capable of four different modes of operation, the droid is used to guide the ramboids into the teleport chamber.

When you start the game you're given the option of inputting a password to resume a game you were playing earlier, otherwise you start at the beginning. There are passwords for each of the 20 different ramboid-filled caverns, and as you progress through each cavern, the computer releases the corresponding password to you.

At the start of a game the screen is split up into seven different windows. Largest, and in the middle, is the main window which looks into a cavern, displaying a view of your droid placed centrally amid the scenery. Your first task is to guide the droid to the start position. When you arrive the computer takes over and places the droid in the first cavern.

Once into the first cavern, the other six windows activate. A narrow, vertical one to the left of the main screen randomly shuffles eight different ramboids within itself to set the collection sequence — the order in which you must get the ramboids into the teleport. A window on the right charts your progress, indicating the ramboids you've penned so far, with those herded into the correct place in the sequence flashing.

The four remaining windows, arranged horizontally below the main window, display four modes in which the droid can be operated, with the current mode highlighted by a white bar above the relevant icon.

The most useful mode of transport is jet mode: using the jet it's possible to zoom about in the normal, left, right, up and down directions. The droid stays central while the bricks and earth of the cavern whizz by in the main window display. Burrow allows the droid to move left and right along ledges and burrows into the floor while fire is held down, popping up again to leave the floor intact when it's released.

The third utility mode allows the droid to alter the cavern by digging tunnels. If the droid waks into a wall while it's in this mode, a large portion of the barrier is eaten away and the floor and ceiling of the newly formed alcove is supported with purple girders. To switch between the different modes, press fire; holding fire down reveals a map displaying the positions of all ramboids left to be collected.

Ramboids are dim. They move very predictably, and always reverse direction if their way is blocked. Once you know this, and watch the set patterns of movement, herding them is relatively simple — but they are delicate creatures and only live for about 20 minutes. You're working against the clock all the time. Should you fail to get at least four ramboids in the teleport in the right order within the time limit, it's back to the first screen.

ONE MAN AND HIS CONTROL METHODS

Control keys are A-ENTER down
Q-P up
1-5 fire
Kempston or Interface 2 joysticks can be used.

ROBOT MESSIAH

Alphabatim probably doesn't ring a bell with many of you does it? No, we thought not. Well, Alphabatim was a one-hit wonder software house from Christmas 1985. Christian Urquart and Mike Smith — two well known programmers of who have, between them, worked on Daley Thompson's Decathalon and Hunchback (Ocean), Xecutor and Raffles (The Edge), Yeti (Destiny) and loads more — came up with Robot Messiah. With the help of Michael Baxter — the man who now runs Solution, software's greatest PR agency — they set up Alphabatim to release Robot Messiah. The game went out in the shops, sold and that was, more or less, the end of Alphabatim. But now CRASH has brought it back to life to let you experience this great game! Take it away storytelling minion...



The Android planet is one of the worst places to live if you happen to be a robot. The planet is ruled and dominated by a race of androids who, in a fit of synthesised evolution, managed to acquire the majority of human feelings and attributes such as ambition, determination and greed.

Thousands of robots working in the planet's mines are exploited by the Androids. Leading a hellish existence, the robots' life spans are very short and unpleasant. The robots are purposely made to be of a docile nature and are too weak to contemplate rebellion. SID is a freak though. He is not as servile as his metallic brothers. In the hope of escaping his grim fate, he wanders away from the mines into the deep cave network that weaves endlessly below the plantetoid's surface.

Frightened of being discovered by the evil gnome patrols that keep the workers in step, SID eventually found a cold and particularly well-hidden cave. There SID bumped into Socrates, a philosopher who believed all machines are created equal. In the hope of bringing the androids to downfall, he instructs SID how to start the robot rebellion...

For SID to achieve upgrade

IF YOU SEE SID TELL HIM...

...that Robot Messiah is controlled either by joystick (Kempston, Cursor, Interface II/Sinclair) or keys and the actions go like this:

KEY	STICK	ACTION
N	left	walk left
M	right	walk right
S	up	leap
A	fire	shoot
X	down	pick up

and become an Android in order to lead the worker robots to rebellion, SID must collect three envelopes, each containing one part of a computer program. The complete program must then be input to the Android's main computer. SID agrees to the philosopher's requests and sets off on his mission to liberate robotkind.

SID is a normal robot capable of a few useful tasks. For a start he can walk, and when it comes to getting over obstacles that block his way, a hefty robotic leap allows him to pass any barrier. The cave system is shown using the familiar flick screen method. Many harmful objects and creatures are to be found underground. Water isn't very healthy when you're built from iron!

There are some useful things to be found, too. Sticky buns and fruit perk up your energy bar. As an energy-based organism your energy bar gives a direct indication of how much life you have left. Three energy bars are given on your quest for robot liberation: lose them and the game ends and your brothers are condemned to eternal slavery.

To get the three envelopes, three sections of the labyrinth must be negotiated, starting with the caves. To leave the caves a weight must be found and placed on a pressure pad to allow entry to the next section. Moving SID over an object and pressing the pick up key adds objects to your status line — only three objects can be carried at once.

You aren't the only inhabitant of the caves. Strange energy-sapping beings float around, and finding a gun is a good move — though you'll need to collect a magazine of bullets as well before you can start blasting away. Twelve bullet magazines of ammo are dotted round the caves. Once through to the second section SID finds himself in a buggy travelling down a long corridor toward the next part. The buggy is equipped with a shield that can be activated if any cave creatures drift toward it, though the shield saps energy.

A scanner at the top of the screen shows how far away the test centre is. Once through the corridor you're plonked in another room with a pressure pad. The only way out is through the door which the pad activates — without a weight you've got problems!

If you do get out of the room then SID is placed into the test centre. Here the envelopes must be found and the teleport activated to zap SID back into the first set of caves so the computer can be reprogrammed. Blimey! Makes you glad to be a carbon-based life form, doesn't it?

WHOLE NEW BALL GAME



ORIGINAL CRASH game by Pete Cooke



Pete Cooke. What a wonder of modern technology he is and no mistake. There he sits in the wilds of Leicester dreaming up all these tres brill new games for you — the discerning punter. And Whole New Ball Game is no execption — it's another sure fire hit And this is a CRASH original game, Pete has written it as a sequel to *Brainstorm*, a CRASH Smash game of yesteyear, and it's only available on this tape, so count yourselves lucky!

Not only have you got *Ball Game*, the game itself, but Pete has included a screen designer so you can dream up your own puzzles and there's a secret program hidden away... Where? Well, if you look in the bottom right-hand corner of the menu screen you'll see a small tree-like icon. Select that and you're into an FTGP — fractal tree generating program to you. Make your own trees! Create a forest! Evolution at your fingertips! Have a fiddle with it, it's jolly 'interesting'!

Anyway, the game itself is a puzzle arcade game and will be loved by anyone whose brain exceeds their brawn. All the instructions and information you could possibly want are onscreen, but here's a brief summary of the game...

The object is to capture yellow energy pills by rolling a ball over them.

The ball heads off around the screen under its own power and you can only control the ball's path by placing and removing gates to deflect its course by 90 degrees.

Each screen must be cleared of energy pills before the time limit expires. Watch out for other objects called effectors which may speed up the ball, change its path or generally muck it about.

The notion is very easy to grasp, but playing *Ball Game* is a different matter. You should be able to clear the first few screens, on easy level, after just a few goes... but it gets harder!

The screen designer is simple to use, and self-explanatory. If you want to try out your created level before saving it, just use the PUT command and stick it in the game as screen A and play the game.

It's all incredibly wonderful! Or should that be wonderfully incredible...?

COOKE IN THE POT

...from Crosse and Blackwell. That was just a cheap way to tell you about control methods, which go like this: Joysticks are Kempston, Sinclair or Protek and the default keys are:

O	left
P	right
S	up
X	down
SPACE	select

Keys can be redefined using the Alter Keys option.

TIPS ON TAPE!

Your tape is loaded with POKEs, so turn to page 36 for details, and crack those games!

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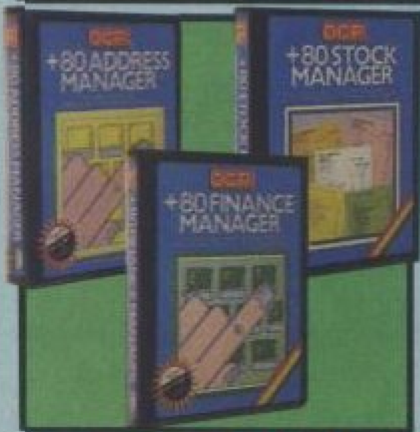
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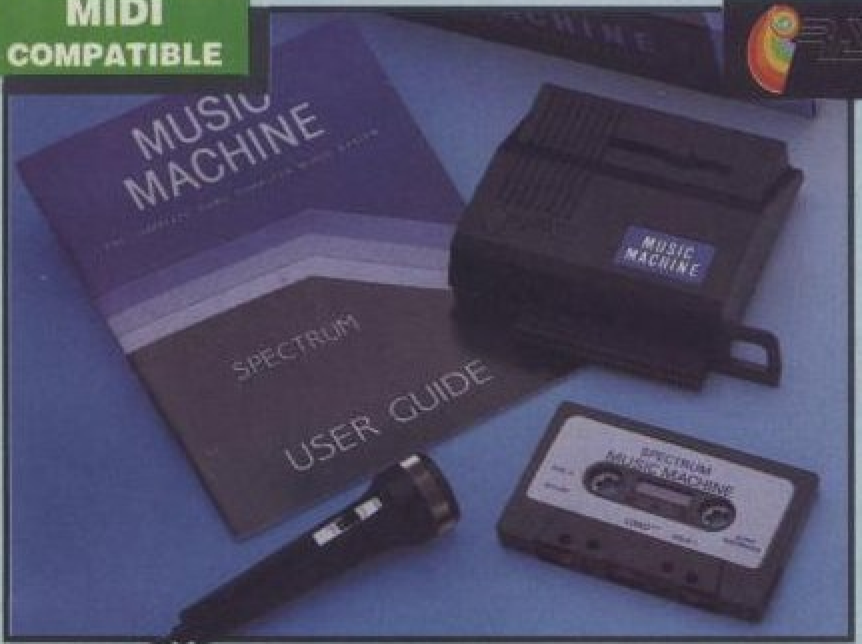
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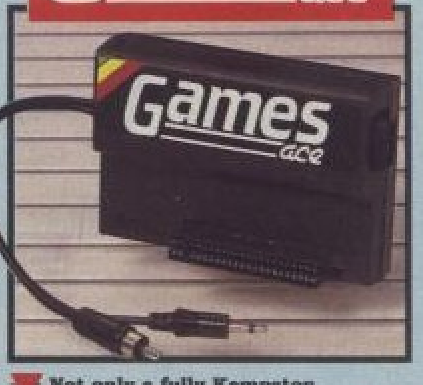


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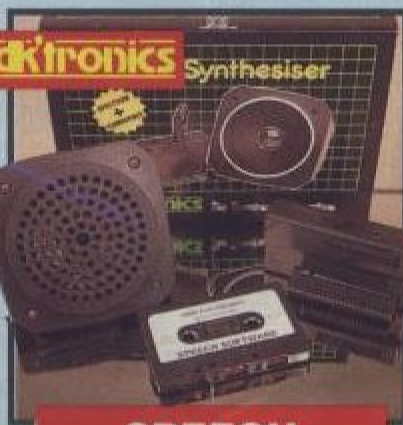


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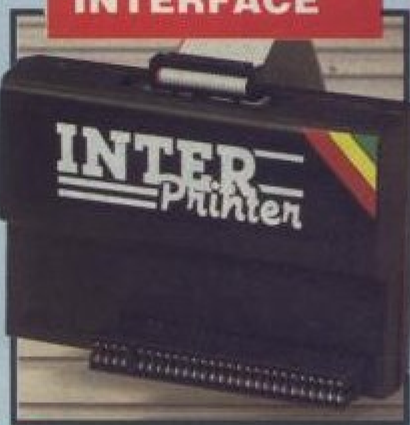


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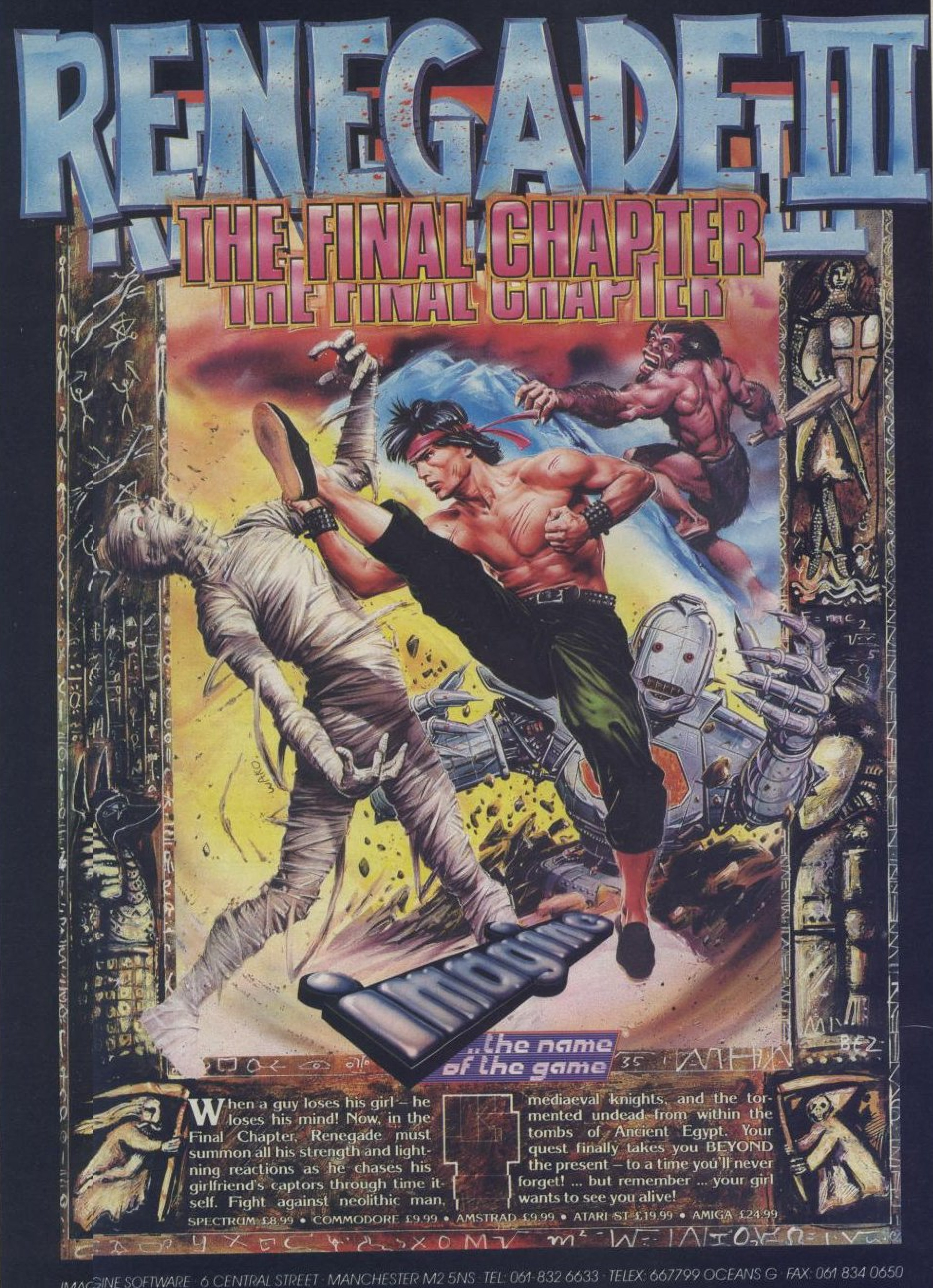
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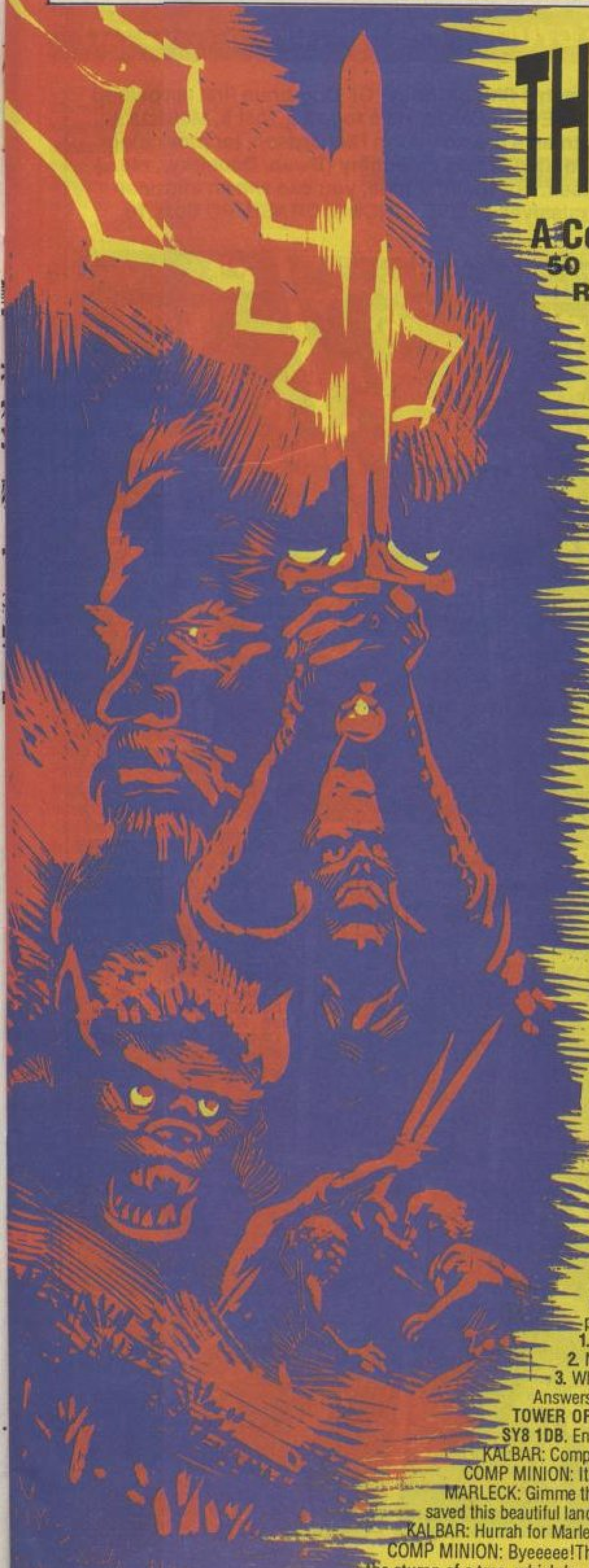
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COMPETITION

THE TOWER OF LIGHT



A Competition in One Act starring...

50 — 50!! — copies of Tower Of Light, Ristrick — A human, Gimble — an elf, Marleck — a wizard, The Dark Lord — an evil oppressor, Kalbar — a dwarf and the Competition Minion as himself (unfortunately)!

RISTRICK: Hallo fantasy role playing fans! Has anyone seen the Dark Lord?
GIMBLE: He's behind you!!!
RISTRICK: Where?
GIMBLE: Behind you!!
RISTRICK: Oh no he's not!!!
MARLECK: Oh yes he is!
RISTRICK: Oh no he's not!!!
KALBAR: Yes he ruddy well is!
RISTRICK: Oh no he's not
MARLECK: Look mate, he's behind you, right? And he's going to kill you!
RISTRICK: Oh no he's not!!
DARK LORD: Oh yes I am!!
RISTRICK: Wha... (Ristrick collapses dead, Dark Lord exits stage right)
GIMBLE: Stupid git.
COMP MINION: Don't worry I'll save the day!
MARLECK: Lorks O lordy who are you?
COMP MINION: I'm the Competition Minion. Fighter for the prizes, hero of the winners and all that, like.
GIMBLE: Great. And what can you do for that oaf R ?
COMP MINION: With this here Summon Spell, I can bring him back to life!!
MARLECK: How do you expect to do that then?
COMP MINION: Well, I've been playing Tower Of Light, this brilliant FRP game, from Caris Software starring you lot — and you can do it.
MARLECK: No we can't. You can't use a summon spell for bringing characters back to life!
GIMBLE: Anyway, we don't want Ristrick brought back to life. He's useless!
RISTRICK: (With last dying breath) I heard that Gimble, you pint-sized prat!
GIMBLE: (Kicks Ristrick) You're supposed to be dead, you are!
RISTRICK: Urgh.
50: Hullo everyone, I'm 50 — 50!! — copies of *Tower Of Light*.
KALBAR: Well swipe me! So you are!
50: Tell you what just to prove how super Caris are, they are going to give me away. Normally in the shops I'm £9.95 on cassette and £12.95 on disk (though if you order me from Caris' Mail Order I come with a free joystick to 'boot' (though it's not a good idea to boot your joystick as it might cause serious damage and unable to play *Tower Of Light*).).
KALBAR: Crikey!
COMP MINION: Well, 50 — 50!! — Copies of *Tower Of Light*, mind if I call you 50? No? Good. I'll give you away to the first 50 readers pulled out of the sack if they answer these following questions right...

1. Who was the famous Wizard from Camelot?
2. Name one of the dwarves from The Hobbit
3. What's the plural of Elf? Is it Elfs, Elves, Loadsaelfs?

Answers on a postcard to: **WILL SOMEONE PLEASE DO SOMETHING ABOUT THE TOWER OF LIGHT IT'S DARK IN HERE COMPO, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB.** Entries in by July 27, and normal competition rules apply.

KALBAR: Comp Minion, is that the Crown Of Endil in your pocket or are you just pleased to see me?
COMP MINION: It's the Crown of Endil, I found it over there.
MARLECK: Gimme that (snatch!) C'mon you lot we've got the crown — now just to find a king and we'll have saved this beautiful land.
KALBAR: Hurrah for Marleck! (Marleck, Gimble and Kalbar exit stage left)
COMP MINION: Byeeeee! There is a happy ending to this tale, Comp Minion's love would not fail, he was devoted to the stump of a tree, which he married, because he's daft.

Live Circuit

Views. News. Jetman. Hotlines. Forum. Heeeeere's Lloyd!

Silliness abounds at the Towers this month folks. We're celebrating Jetman's fifth birthday! Ol' Dog-brain first appeared in CRASH in July 1985 and when he was sent on a mission to retrieve the Eye of Oktup. He's found it, lost it, Monsta's eaten it, but as yet he hasn't got it to keep. Many thanks go to Loony Jetman's creator, John Richardson, for providing Jetman with such original adventures and adding plenty of new words to the CRASH dictionary (Bwah, Doohicky, etc...) over the years and, of course, RARE/Ultimate for the wonderful game itself. For the first time, you can win an original Jetman strip in this month's Hotline compo. The address to send your missives is LIVE CIRCUIT, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB. Until nex' munf then...

RPGING

Dear Lloyd,
I would like to express my views on computer role playing games (No! Don't stop reading!) It's my opinion that role playing, like computing, has been seen as a 'weirdo's' hobby — full of chanting devil worshippers and the like.
What has this to do with computer games? Well, recently, there's been an enormous amount of software entering the market calling itself 'RPG games'. Examples are *The Bard's Tale, Times of Lore, Pools of Radience, Heroes of the Lance* and *Iron Lord.* All of these claim to contain elements of an RPG. Most of them are not technically RPGs but are what I consider to be good attempts at computer RPGs.
The problem is with these games is the computer itself. We all know that the human brain is more versitile, more flexible, more realistic than any computer system and is more able to cope with the complex rules of a RPG than its mechanical imitation.
A computer can handle flight sequences and the like but not computer interaction, NPCs (Non-playing characters), arguments between players and the all important atmosphere provided by the vivid descriptions of a GM.
Not even the 16-bits could cope with these, for all their graphics and large memory.
On the other hand, I am pleased to see the two hobbies merging, especially since they are both scowled upon bythe majority of people. It is my hope that the two hobbies will together gain a bit of respect in the world by writing and advertising together.
David Anthony Lascelles, South Sheilds Tyne and Wear

A very topical letter indeed David — what with *Times of Lore* and *Tower of Light* both receiving very favourable reviews this month. What we could be witnessing is the creation of a new breed of games — of course, you're right, a computer cannot really handle all the complexities of a real RPG. But we have a culmination of both activities, and should be dubbed Computer Role Playing Games (CRPGs). It'll be interesting to see what reaction this month's two CRPGs



receive when they hit the shops. Hopefully, it will generate more interest in 'real' RPGs which is a great hobby and a marvellous outlet for imagination.
LM

YOO HOO LOONY!!!

Dear Lloyd,
What is this mags game? Do you know that a third of the Jetman strip is nearly always missing? This is because on the other side there is either a competition form or a software company form. So when I cut out the form bang goes Jetman. I like to read it again and again but I can't if a third of it is missing.
Congrats on the warning announcement on the 0898 phones. I think it was a very wise thing to do. But yesterday I phoned the competition line and spent two minutes listening to some berk waffling on about games in the shops before I was asked the three questions.
Personally, I think CRASH is a great mag!
Simon Aquilina, Eastleigh, Hants.

From the top then. Well, yes it does occaisionally happen that Jetman is printed with a form on the other side of the page. Naturally, we try to avoid this with competitions et al. However, we don't see the ads before they're printed in CRASH so it's difficult to know if they contain a form or not. Production Dept promise that they'll keep an eye on it in future.
The whole objective about the 0898 line you refer to is that it's a release and competition line. Designed to keep you up to date when games are appearing in shops. A lot of people have to travel miles to their nearest software shop — and a lot of the time disappointed not to find the game they want has been released. The competition is usually sponsored by one of the companies releasing games during the month to generate more interest.
LM

SAVIOUR OF THE PLUS 3

Dear Lloyd,
As one of the few survivors of the (Atari) ST onslaught I am a member of the Spectrum +3 resistance group; fighting to uphold the honour, respect, pride and quality earned over the years by the tough Spectrum.
As a +3 owner I'm glad to say that at last we're winning the battle as ST sales drop — and with the support of the many brave, trustworthy +3 owners standing head held high we can do it in style.
So now all you +3 owners rally now and join the forces of +3d, the new +3 user group. It's free of charge and with a monthly newsletter containing members' letters, +3 news, tips, answers to queries, program listings and reviews we aim to prove the Spectrum is still the best and out numbers ST users.
So join now write to: Lee Davies, Plus3d, 3 Hendre Close, Rhuddlan, Clwyd, North Wales LL1B 5UE.
Lee Davies, Clwyd.

Nice to see someone making an effort to support the Plus 3!
LM

THE GREAT ISSUE 65 DEBATE

You loved it! 'Oh no we didn't!' You didn't? 'Oh yes we did'. What a mixed mailbag I've had to deal with! Here's the 'pick of the post'. Awful expression.
Jon Williams from Lechlad, Glos speaks for quite a few of you when he says 'What happened to Front End, Comms, PBM, Adventure Trail, Tech Niche, Arcades, Frontline and the brilliant features?' Well Jon, to be honest, over the last year interest in these sections (apart from Front End, which is now Live Circuit) has been minimal. The readers poll showed, once again, that these specialised subjects are not rated highly by the majority of readers, and you can't please all your readers all of the time! However, CRASH should be back in the arcades soon, and features will be returning — but will be game orientated, take a look at this month's Batman special.
Next! 'As for the tape, terrific, four great games, great value and a snip at £1.50 but it doesn't make up for butchering the magazine' Yes, it was a bit thin, wasn't it **Phil Darke** of Blackwater, Surrey? A point also raised by **Nick Humphries** from Saffron Walden, Essex: 'Don't you think it was a bit thin? Why didn't you charge £1.95 for a 100 page magazine and cassette?' And Phil Darke would be prepared to pay 5p more 'I for one would pay £2.00 for it!'. Yes, but would everyone?
But hold on. **Stephen Davies** liked it a lot, 'I think the new look CRASH is utterly fab, amazing, brilliant!'.
Any new readers? (most moans came from established readers — most of them had not used their Speccy for years but still bought CRASH!) 'I haven't bought your mag since November 1987. But then what do I see? CRASH, it's changed and what's that? A tape with four completely utterly brilliant games on it. I'd just like to congratulate you on a wonderful magazine and may it live for eternity!' Thank you very much **Matthew Tink** from Norwich.
The debate will, no doubt, continue...
LM



Licence to Spill(Blood)

It was easy to spot all the wonderful game opportunities in the latest James Bond escapade, *Licence to Kill*, at a recent preview held by computer game licencees **Domark**: helicopters hooking flying planes up by their tails, Timothy Dalton water skiing on his bare feet behind an amphibian plane as it takes off, and of course the extended finale as Bond despatches several gasoline tankers driven by the baddies on a tortuous mountain road.

The Atari ST version was almost completed in time for the film preview and looks action-packed enough for any arcadester, but the Spectrum game was still a week or so off, although Domark assure us it should be ready in time for the film's general release at the end of June/early July.

And the movie itself? A mixed bag for this, the first Bond to earn a 15 certificate because of the increased amount of violence.



And violence there is aplenty. However there's a distinct lack of the familiar 'cartoon strip' Bond music to hurry the action along — an odd and sad omission, which was probably felt necessary by director John Glen to give a more serious overtone to Dalton's second film in the role. As a result the action sometimes seems to lag.

That other essential ingredient of a Bond movie — the villain — is happily well in place in the form of the largely unknown George Davi, who plays Sanchez, an unbelievably wealthy cocaine smuggler. Davi's face, delivery and massive grace are superb. He's REAL bad.

Bond is out for revenge when his CIA buddy, Felix Leiter, is done in by Sanchez after the drug baron escapes from custody in Florida. Bond is on his own, disowned by M and the service, as he chases Sanchez to Latin America and the heart of the drug business where money is dirty and loyalty gets paid in blood.

On the way, Bond is helped out by two plucky women and Q — Q, who finally gets his biggest role as he sneaks away on 'holiday' to prove that M may have disowned his favourite agent, but hasn't abandoned him. Watch out for some of the most spectacular flying scenes and stunts ever. *Licence to Kill* may just disappoint ardent Bond fans, but it's still a pretty deft roller-coaster ride of fun and mayhem.

CLASSIFIEDS

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Wanted: Cheap and working Multiface 128 - also cheap and working MSX (+ games if possible). Will pay for/ swap for software/ hardware. Send your price etc. to: V. Vity, 11 Willow Grove, Bare, Morecambe, Lancs. LA4 6JJ. Thank you!

Oasis White Lightning urgently wanted. Will swop for magnificent Seven, (Seven Ocean Games), Red Hawk and Graham Gooch's Test Cricket. Phone (0742) 366781 after 4pm and ask for Tim. All games in mint condition.

Cash paid for thermo printer rolls for the Alphacom 32 printer. Ring 0830 20564 (weekend only) and ask for Marc.

Wanted: Spectrum Machine Code and general programming books. Also wanted Ant Attack and Underwurlde. Write to: Sean Smith, 38 Valleyside, Warners End, Hemel Hempstead, Herts. HP1 2LN, or tel. (0442) 215 738 after 6pm weekdays.



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128K ZX Spectrum+2, under 6 months old, Cheetah 125+ joystick and Sinclair joystick. You will also receive 40 worth of games. Total cost 200, sell for £85, phone 0494 32377 after 5.20pm. Delivery not supplied.

45 Crash mags issues 13-62. Good condition 25. Also Spectrum games: Starglider, Matchday II, Combat School, Koronis Rift, Technician Ted, Knight Tyme, all 128K, Underwurlde 48K. £25 the lot. Phone Sunderland (091) 5487 936.

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Spectrum 128K+2, 2 joysticks, 40 Crash mags. VGC, with loads of games worth over 300+, many of them recent, including Robocop, Operation Wolf. Sell for only £160 ono. Please phone 0480 68693 after March 21st.

Spectrum+3 128K, perfect order, manual, 4 joysticks, Quick 2 Turbo, 52 disks, 200+ games incl Afterburner, Robocop, Double Dragon. Worth 400+, sell for £240 ono. Phone Nick during weekend on (061) 980 2532. Great deal!

CBM 64, disk drive, two cassette recorders, back up lead, Action Replay 5 + Expert cartridge, 170+ games, loadsa utilities, peripherals, magazines + much more. Bargain only £200. For full list phone Simon: 01 642 3665 after 4.30 pm.

Spectrum 48K, Grundig datacorder, transformer, ZX interface 1, Tasword 2, Masterfile, Mini Office. Will sell for £140 ono. Ring (01) 7885893.

Sega console with Speedking joystick, Sega control pad/sticks, Sega Light Phaser and several games including Phantasy Star. Altogether worth 315, will sell for £200. Contact Brett on 0702 294513.

Spectrum +3, mint condition, over £80 worth of original games (Matchday II, Gauntlet, Leaderboard), all original + tape software, tape lead, mags, blank disks, manual. Worth £300, sell for £170 ono. Phone Jamie on 0628 72681. HURRY!!

Crash issues 4, 6-25, 36-61, includes all demo tapes, £30. Driller, Dark Side, Lord of the Rings, Gunship, GAC 4 each, Match Day II, Movie 3, plus more. Tel: 0495 313282.

Make your own filter for approx 59p. Stop the glare * Stop the headaches * Stop eyes burning. Either send £1.99 for instructions or SAE for details. Visual Image, 63 Glenariff Crescent, Ballymena BT43 6ET.

Crash back issues incl. 1-13, 34-52, 56-63, good condition, + 25 other comp. mags. Won't split. J. Dodds, 5 Bowmont, Ellington, Morpeth, Northumberland. Phone 0670 861252 after 6pm. Offers around £50.

Spectrum 128, with joystick, interface, data recorder, dozens of mags, +£500 worth of games including Robocop, Where Time StoodStill, and Last Ninja II. Wanting quick sale - £250. Phone Dave on (08553) 287 after 8pm.

Spectrum software sale. Titles from Rambo 3, Robocop, Jedi III and many more. Prices start from 50p up to £5.50. Send SAE to: Shane Clamp, 36 Greendale Close, Atherstone, Warwickshire CV9 1PR.

50p games! Bargain software for Spectrum. Original boxed cassettes with instructions. All 50p. For free list, send SAE to Richard Brock, 11 North Road, Glossop, Derbys. SK13 9AU.

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Spectrum 128K, light pen, joystick, assembler, dissembler, manuals, books and a whole box load of games. £100 and it's all yours. C. Law 0753 28077 after 6.30pm.

Spectrum+2 with over 100 games including Renegade 3, The In Crowd and Taito Coin-Ops. Only £125! Superb bargain. Phone 021 422 7106 after 5pm.

Buy my Spectrum + (needs repairing) for £70 and get over £135 of software, 2 joysticks and all leads. If interested, phone Steven after 7.30pm at Loughton (Essex) 508 1551. Must collect.

Currah Micro Speech: 10, QL (needs new keyboard membrane) with accessories £45, 10 used microdrive cart's: 9. Please send SAE with payment to: Chris Mitchell, 18 Shannon Road, HeadlandsEstate, Stubbington, Hants. PO14 3RS.

Spectrum 48K+, Beta+ disk drive, (with Magic Button), 40+ disks, 150+ original tapes, joystick + interfaces (Kempston, DKtronics), 36 CRASH mags, tape recorder. All as new. Worth £1600, selling for only £399 ono. (0525) 404174 evenings.

Spectrum 128K, plus joystick and interface, games, keyboard and interface (musical), Specdrum and interface, Speech Synth, games include Outrun, Platoon, Tank Attack etc., over 250 worth. Sell for £100. No offers. Ring Gary (0279) 505749.

SHEEP SCANDAL. Way over £100 games including over 50 CRASH smashes for sale. All under half price and many under £1. Send SAE for full list to Chris, 123 Westgate, Southwell, Notts. or ring (0636) 812827.

Spectrum 48K, disk drive, spare disks, printer, spare reels, Spectravideo joyball, over £300 worth of games, over 100 magazines. All for £150. Phone 0276 74092 or write to Andrew Kwaan, Beechcroft, School Road, Windlesham, Surrey GU20 6PB.

Spectrum games for only 75p. All originals including Target Renegade, Football Manager 2, Combat School and hundreds more. For a full list send a SAE to S. Spiller, 29 Lawn Road, Exmouth, Devon EX8 1QJ.

Spectrum 128, 61 originals, Disciple disk interface, 5.25" DS?DD disk drive, 50 disks, lockable storage box, AMX mouse, Art Studio, 100 magazines. Bargain £200 ono. Phone 0536 761 503 evenings.

Spectrum 128K+2, in good condition, still in box, over £500 worth of original games plus Kempston interface. All this for just 200 ono. Phone (0333) 350444. Also loadsa mags free if wanted.

Spectrum accessories for sale, three port joystick interface, Quickshot Turbo, Quickshot 1, cassette recorder with variable speed, 3.5 watts output, interface doubler, protector, on/off switch. Any offers? Tel: 01 539 1618. Art 4. Also Multiface 128. All boxed.

CRASH issues 1-35. Excellent condition. Unbound £30 ono. Your Sinclair issues 1-12. Perfect 8 ono. Plus Alphacom 32 printer with paper £20 ono. All deals negotiable + P&P. Phone Mr. Scott (077784) 229 after 6pm.

Bargain Spectrum games for sale. Over £70 games, all originals, including old classics and new releases. Cost nearly £500, will sell for £85. Tel: Stourbridge (0384) 397 466 evenings.

Kempston mouse & interface worth £60. Will sell for £40. Please contact Andrew Endean at 83 Selsdon Park Road, Selsdon, S.Croydon, Surrey CR2 8JG or phone (01) 857 5970. Not suitable for +2, +3 or 128K.

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CRASH issues 1 to 47 (except 36 and 39). Also complete set of "INPUT" for Spectrum (52 weeks) including three binders. Any offers? Peter Seddon, 12 Inman Road, Litherland, Liverpool L21 8NB.

Spectrum games, all originals, over 100 titles, many recent, Action Force 2, Firefly, 720, Earthlite, some music tapes, T'Pau, Guns N' Roses. No tape over £5. SAE for details. Mr. R. O'Donoghue, 148 Hillcroft Crescent, Oxhey, Herts. WD1 4NZ.

145 Spectrum games on tape, all latest originals worth £500, includes Afterburner, Robocop, Operation Wolf, Thunderblade, Double Dragon, Last Ninja II, Savage, Cybernoid I & II. All for £60. Tel. Philip on Chester 374879.

Nintendo, Konix joystick and 8 games including Legend Of Zelda, Punch Out, Metroid and Super Mario Bros. All boxed as new. Excellent condition. All worth £314. Bargain at only £200. Tel: Harrogate (0423) 330042.

Spectrum 128K+2, microdrive, Interface 1, Multiface 1, Ram Turbo and programmable joystick interfaces, AMX mouse, joystick, over 80 games and more. Boxes for computer and much more. All worth over £750. Sell for £250. Phone 094573292.

Speccy Plus with joystick, tape recorder and leads. Games worth £100+ and cassette holder. Includes Scumball and Dark Sceptre. All in excellent condition. £150 ono. Phone Cirencester 656942 on Saturday afternoon and ask for Paul.

Spectrum 128+ with cassette recorder and £130+ games. Also microdrive and games. Serial 8056 printer. Also 30+ mags inc. CRASH, Your Sinclair, S.U. and C&VG. Offers in the region of 210. Tel: 0564 776053, ask for Chris.

Spectrum 128K+2, joysticks, interface, over £300 software, most recent games including Batman, Robocop, Op. Wolf. Bargain at £250. Can be seen working. Tel: 0580 Ticehurst 200893.

Spectrum 128K+2, under 1 year old, £150 worth of games, Cheetah joystick, Kempston. All for £100. Tel: 01 653 2116.

Spectrum 128K, excellent condition, in box, Ram Turbo joystick interface, Pro 5000 joystick, manuals, magazines, worth software. Will demonstrate if required. Sell for £150 ono. Phone Worc (0905) 611 957 after 6pm. Ask for Jeremy.

Atari 520 STFM + 2 joysticks + 18 games. 1 year old. £250 ono. Tel: St.Albans Herts. 59608.

Utilities: Tasword 2 & Devpac 4; also ROM games; books & magazines including ZX Computing - teaches how to potogram 128K's. For more details write to: Mr. S. Simpson, 114 Beachlands, Carnlough, Ballymena, Co.Antrim, N.I. BT44 0HN

Plus D 3.5" disk drive with some FORMAT mags £100 ono. Opus Discovery One, 3.5" disk drive with Masterfile disk 90 ono. Tel: 062082 5126 between 6 and 8pm.

Spectrum 128+2, only 9.5 months old, with over £490 of games, all recent titles. Also loads of mags and posters. All this worth over £640. I will sell for £560. Phone Andrew on (0603) 811751.

CRASH back issues 3 to 6, 9, 10, 13 to 47 and 49 to 61. Price open to offers. Graham Stewart, High Rock, Sibford Ferris, nr. Banbury, Oxon OX15 5QW or tel. (0295) 78219.

Spectrum 128+2, Multiface, over 70 mags, joysticks and £800 at least worth of software including many new titles: Robocop, Double Dragon, Operation Wolf, Road Blasters, Combat School, Mad Max etc. Sell for £350 ono. Phone Darren (0533) 537956.

Spectrum 48K+, all leads, joystick, loads of games, microdrive with cartridges, printer with paper etc. Crash issues 33-62. Will split. Any reasonable offer considered. Tel: 0262 672361 after 6pm.

Spectrum +2, perfect condition, joystick, manual and many games worth 300, many recent. A bargain at £250 ono. Please phone (0543) 433314 and ask for Alex after 5pm.

Games sale! Prices start from 1. All originals on tape. Send a SAE for more details and price list to: Matt Taylor, 59 Jobes close, Balcombe, West Sussex RH17 6AF.

Spectrum 128K,£500+ games, joysticks, printer, datacorder, interfaces, storage cabinets, books, mags, demos, POKEs. Worth about £4500. I'm asking £1500. Dave, 3 Orchard Road, Dudley Wood, West Midlands or Cradley Heath 65981 4.30-6.30pm.

Games for £1 each include Footballer of the Year, Ninja Scooter Sim, Run For Gold, Kickstart II and more, all original. For full list, send SAE to 189 Craigs Road, Cullybackey, N.Ireland BT42 1PG.

Spectrum games for sale. Prices from £1.00 to £5.00. Many new titles include Operation Wolf. All originals. For list send a SAE to Scott Griffiths, 17 Woodstock Street, Hucknall, Nottingham NG15 7SP.

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Spectrum +2 boxed. Also Amstrad colour monitor, spare cass. recorder, loads of original games inc. Elite, Gunship, Robocop, WTSS, Nebulus, Platoon, Driller, Arkanoid 2, R-Type, Batman 2. Also loads mags, joystick. Only £275 ono. Tel: Tamworth 63900.

Complete Spectrum outfit: 48K AND 128K. Keyboard, organ, joystick, tape recorder and about £600 of original software, 5 years collection, in 5 big boxes. Unable to post. May deliver Surrey/Hampshire/Sussex. Sensible offers. Andy 042873 4614.

Games software clearance over 160 classics for 48K,128K Horace to Robocop 1 upwards. For details send SAE or ring Ian West, 8 Oak Way, Winslow, Bucks. MK18 3HP -(029 671) 2119 evenings.

Spectrum +2, still guaranteed 1 year, £150 of games, Renegade 3, Dragon, Road Blasters, Double Dragon, Robocop, many more + magazines. Still in very good condition. Reason for sale buying car. £160 ono. Phone evenings Halesowen area tel. 021 422 1536.

It's here! Spectrum 128, 6 months old, in box, microdrive, 30 cartridges, printer, 2 joystick interfaces, light rifle, Multiface 128, 70 of CRASH, 100 games + much more! Worth £1500, only £250. For details (02404) 5560.

Spectrum Plus: 50 games, joystick, recorder and accessories. £55. Phone Romford 0708 47561.

Spectrum +3, 11 disk games, over 150 mags, tape recorder, joystick, tape recorder lead, keyboard cover, loads of cassette games incl. Rastan, T. Renegade, War on Middle Earth, Tiger Road. All for 200. Write to D. Say, 40 Rutland Place, Maidenhead, Berks. SL6 4JA.

Speccy 128+2 for sale. 38 games like Neverending Story, Mercenary, Rigels Revenge, Earthlight etc. Artist II and mouse, Quickshot Turbo joystick and interface. All worth around 370. Sell for £200. Contact: R. Guest. Tel: Draycott Derbys 4715.

2 modems for sale, originally £400 each. Will take any reasonable offer. Contact Tim on 0705 698 996 after 8pm or SAE to Tim, 14 Laburnum Grove, Northend, Portsmouth.

USER GROUPS

ZX81 Club just opened up for 1K or 16K machines. Write to:- Robert Frosdick, 1 Northholme Close, Grays, Essex RM16 2NX. Members get newsletter, programs and lots, lots more.

Utilities, programming help, graphics, info, practical homegrown software for the serious Spectrum user and more! Monthly on Disciple/Plus D, Opus, Microdrive, cassette. 2 Your first issue of "OUTLET!". Ron Cavers, 605 Loughborough Road, Birstall Leicester.

Australian Sinclair User Group monthly meetings in Mount Waverley and Niddrie in Melbourne, Victoria. New members and pen friends welcome. Phone Daphne Hall on (03) 484 2382 or write to 68 Fyffe Street, Thornbury, Victoria, Australia 3071.

FANZINES

BLAST! Issue 3, 2 free games, reviews, news, previews, pull-out poster, free prize draw, screen shots, interview with Shaw brothers. Send £1.30 or £1.00 + SAE. Cheque/P.O. to C. Fleming, 5 Chiltern Drive, Hopton, Mirfield, West Yorks. WF14 8PZ.

PRIZM NEWS SHEETS - THE amateur magazine features news, reviews, previews etc. ONLY 40p (inc P+P) to: PRIZM, Giles Freeman, 9 Beacon Hill, Maldon, Essex CM9 6HR. Order now!

F.S.S. The new fanzine on tape. Over 150 screens long! Reviews, previews, comps, adverts. Draw using Artist for us. Write to Paul Sherwood, F.S.S., 1 Hambledon Crescent, Loughborough, Leics. LE11 2SX. Costs £2.00, pocket money price!

"T.A.G." - Britain's fastest growing fanzine's here to stay. Issue 2: 40 A4 clearly photocopied, upto date pages, joysticks, reviews, POKEs, Shaw brothers interview, PBMs, arcades, competitions. Only 50p + stamp! 11 Willow Grove, Bare, Morecambe, Lancs. Issue 3 - July!!

Absolutely free: SPECTRUM USER, the tape magazine. Includes exclusive free games and utilities, news, reviews and POKEs. Send a blank tape and SAE or just 50p to SPECTRUM USER, 58 Beacons View Road, Clase, Swansea SA6 7HU.

Problems having your Spectrum adventure reviewed? Then send it to the adventure demo tape mag! Write to 40 Victoria Road, Edmonton, London N18 2UG or ring 01 803 3873 for info. Hurry for first issue!!!

THE COMPUTER CLUB. Comes every month. More than two free games each month. Six for 6. Twelve for 11. Send to THE COMPUTER CLUB, 142 West End, Netherthone, Holmfirth, Huddersfield HD7 2YJ.

T.A.G. Issue 2 out now: Exclusive Shaw brothers interview (Cerius, Gunfighter fame), 30+ A4 pages, reviews, PBM, tips + more! Issue 1 still available: 48 pages, etc., 50p + stamp each to:- 44 Thornton Road, Morecambe, Lancs.

MISCELLANEOUS

You want to join a GREAT CLUB for your Spectrum. Then send SAE to MH, (Crash) 19 Cedar Court, Ashgrove Road, Aberdeen, Scotland AB2 5BJ. First 10 people get FREE game.

Are you interested in magazine design and productions? We need people for a top class project. If you would like to know more, please write to: Philip Downey, Fairbanks, School Lane, Great Leighs, Chelmsford, Essex.

"THIEF" - brand new Spectrum graphic/text adventure. Includes 20 semi-intelligent, interactive characters, 20 excellent pictures, large user-friendly vocabulary. Specially compacted code. Send 2.99 to Corrupt Code, 1 McDonagh Avenue, Mervue, Galway, Ireland.

Mad Sex Orgy! Only kidding! But this is better anyway! This plan has made thousands rich in the USA and UK - Free instructions - Send SAE to Philip Griffin, 34 Briarfield, Fatfield, Washington, Tyne & Wear NE38 8RX.

"Shellshock" - a genuine Spectrum graphic/text adventure. Atmospheric descriptions, exceptional graphics. Two years in development. 200+ copies already sold. Superb value. For immediate despatch, send £2.99 to Corrupt Code, 1 McDonagh Avenue, Mervue, Galway, Ireland.

Work at home: Earn 50% commision from mailing orders on part-time basis only. Send SAE to D. Ryan, 14 Old Court Road, Old Bawn Tallaght, Dublin 24, Republic of Ireland.

Experienced programmer needed to help with games. Send tape explaining knowledge and examples. Could be rewarding. All tapes

ZOWEE! FIVE SMASHES IN ONE PACK!!!

Two of the industry's most loved companies (i.e. CRASH and glorious US Gold) have joined forces two bring the be all and end all of compilation packs.

Called 'The CRASH SMASH Collection', thepack features five of the best games from US Gold, which are: *Bionic Commandos*, *Impossible Mission II*, *Winter Games*, *Spy Hunter* and *720°* (yes, we know *720°* didn't originally get a Smash but it ruddy well should have!).

Naturally, this is the pack that everyone has been waiting for, the greatest compilation ever, blah, blah etc etc. Well, whaddya expect with five Smashes in one pack?!?

Commenting on this auspicious occasion, Newsfield publisher Geoff Gimes said 'Flippin' great innit lads?' Yes, it is Geoff. TheCRASH SMASH collection should be on sale now for the devastatingly reasonable price of £12.99 on cassette and £17.99 for a disk-based pack.

returned/answered. Stuart Thomson, 4 Brisbane Terrace, Westwood, East Kilbride, Scotland G75 8DJ. (Machine code only).

Top class home written games required for publication by micro club. Please send your finished games with instructions for evaluation to:- P. Downey, Fairbanks, School Lane, Great Leighs, Chelmsford, Essex CM3 1NL.

Postal Soccer Management - A new fantastic PBM mag. Includes amazing cartoon strips as well as all the usual features. Free membership. Send SSAE to P.S.M., 25 Cowslip Drive, Penarth, S. Glam. CF6 1RH.

"WINTER TERM" Spectrum graphic adventure. 100% Spectrum memory used. No risks barred in this adventure. It nearly had to be "15" rated. Send £2.99 to A.D. Lomer, 115 Kennedy Drive, Pangbourne, Reading, Berkshire RG8 7LD.

DEATHROW is a PBM game in which you are a fugitive trying to escape from a violent city. Send a large SAE and £1.25 to 3 Wesley Close, Ratby LE6 0NL.

Do you want to run your own quality PBM. I have written a guide to PBM success. Send only £1.00 to: Neil Kurz, 8 Mayfield Close, Old Harlow, Essex CM17 0LH for this invaluable guide.

Help! Has anybody got POKEs, tips, anything for Robocop, Operation Wolf, Rambo 3, Spy Hunter, Rolling Thunder. If POKEs, state how to be entered. Send to Jim, 162 Dyfrig Street, Shotts, Lanarkshire, Scotland ML7 4DA.

1300 Multiface POKEs on 27 A4 sheets. Send only £2.00 and two 1st class stamps to: Neil Kurz, 8 Mayfield Close, Old Harlow, Essex CM17 0LH. This is the biggest collection ever published!!!

"THE TURF" the PBM horse racing game. Race comments, form guides, course characteristics, handicap rating. Full betting, jockey orders, race results and more. For free rule book, write to "THE TURF", 30 South Road, Aberystwyth, Dyfed SY23 1JL.

INTERSPACE PBM. Starships, exploration, diplomacy, commerce, colonisation, alien encounters, governments, federations, empires, missions, invasions, rescues. Dozens of warfare types and more... Startup (£2.50) includes two free turns. (Payable L. Deniz). Dreadmail, 20A Warlock Road, London W9 3LR.

SHIPWRECK and JACKPOT: Two great PBM's from V.I.P. Games which are sweeping the country. Thanks to those who've already started up. But it's not too late. Can you survive? Cash prizes. 3.00 Startup inc. 2 free turns! JACKPOT fruit machine: Only £1.00 Startup! Turns 20p! £4.00 Jackpot! Many extra features, just like the real thing! SAE for details on both or payment(s) to: I. Parkinson/ V. Vity, 19 Hayfell Avenue, Westgate, Morecambe, Lancs.

FOOTBALL CHALLENGE, brand new soccer PBM with recorded commentary. Features three Cups, leagues, financial decisions, transfer market etc. £200+ prize money. Write to James Harrison, 98 Main Street, Linton, Burton-on-Trent, Staffs. DE12 6QA.

Buy "KRAZY KITCHENS", a new machine code arcade game! Includes digitised speech, great graphics, 32 levels: Kempston/Sinclair joystick or redefinable keys. You'll love it! Only £2. Jonathan Cauldwell, 5 Helmsley Drive, Eastwood, Notts. NG16 3RS.

THE RUNESTONE OF ZAOBAB is an illustrated text adventure with many innovative features, including a vast and varied landscape and many ingenious puzzles. This adventure costs only £1.99 + 50p P&P from: Eric Stewart, 18 Vatisker Back, Isle of Lewis PA86 0JS.

FOOTBALL MANAGEMENT PBM GAME requires new managers. Includes everything, league results, Cup matches, results service + cash prizes. For more information just send a SAE to Football Management, 4 Beverley Close, Thurmaston, Leicester LE4 8EJ.

START-UP (and 2 free turns) issue TWO now out. The Play By Mail 'zine with style. Just £1.20 for 32 A4 pages. Available from: "START-UP", Orchard Cottage, Greenways, Flordon, Norwich, Norfolk NR15 1QL.

Special offer! A free game or your £2.00 back (state which) tothe first three to order K.O. (delectable strategy/simulation 1/2 player boxing game).£2.00 to: V. Vity, 11 Willow Grove, Bare, Morecambe, Lancs. - Hurry!!

Thanks to everyone who bought Vinsoft's latest release "GRAND PRIX RIDERS". If you still haven't done so, then you can, by sending £2.99 to V. Vity, 11 Willow Grove, Bare, Morecambe, Lancs. - 100% menu driven strategy.

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For sale: High quality printed address labels. Very competitive prices eg 200 for 2.00. Send 50p + SAE for more details to:H.P.S., Inglenook, Holyport Road, Maidenhead, Berks. SL6 2EY.

"SHELLSHOCK" - Spectrum graphic/text adventure. Long, atmospheric descriptions, detailed pictures, large vocabulary, professionally packaged. Two years in development. 200+ copies already sold. Superb value. Send 2.99 to Corrupt Code, 1 McDonagh Avenue, Mervue, Galway, Ireland.

For all sports enthusiasts - Boxing PBM - A great sports simulation. Send only £1 for startup and turns are only 75p and £1.50 alternately. Adam Marshall, 23 Kenilworth Drive, Bletchley, Milton Keynes, Bucks. MK3 6AJ.

UTILITY - 45 page electronic notebook with graphics keys option. Files easily used from BASIC in your own programs if desired. £5.99 inc. P&P or SAE for details:- M. Kinloch, 6 Drummond Street, Edinburgh EH8 9TU.

Four top quality m.code adventure games for 48/128 Spectrum. Only £2.50. Four fast action arcade games only £2.50. All with music, fully m.code etc. Cheques to: A. Remic, 55 Stanley Street, Ramsbottom, Bury, Lancs. BL0 9JG.

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Write your advertisement here, one word per box and include address and phone number if you want them printed.

WINNERS AND PRIZES

Lots and lots of lucky people. But you're probably not here. But anyway lists of names make interesting reading (oh yeah — I often settle down with a nice copy of the telephone directory — Ed). If you would care to walk this way we'll peruse the winners and their 'fab' prizes...



EEK! A NASTY MONSTER COMPETITION

And **SYSTEM 3**'s Mark Cale is about as nasty as they come. This *Dominator* compo from issue 64 brought in sacks of brill piccies. The 20 best won a lifesize inflatable skeleton and a copy of *Last Ninja 2* from System 3. Ta lads.

Stephen Ward, Shannon Eire; Robert Corner, Bridlington YO16 5HZ; Stuart Dodd, Shrewsbury SY2 5TA; Andrew Flanagan, Stockton TS19 0UD; Christopher Benson, Saltash Cornwall; Jon Langan, Churchill BS19 5PN; Brian Eyre, Shannon Eire; Kevin Shaw, Rochester ME1 2QE; Sander Vd Berg, Holland; David Frears, Frizington CA26 3XJ; Stephen Oakes, Plymouth PL6 5HL; Garry Whitehead, Ilkeston DE7 4QB; John Noble, Middlesbrough TS5 6NJ; Gary Palmer, Blackpool FY2 9ER; Thomas Vanner, Lisburn BT28 3EB; Ben Dunbar, Harrogate HG7 2NP; Dominic Edwards, Crewe CW4 8JG; Malcolm Burns, Banbury OX16 9AZ; Rowan Smith, Market Haborough LE16 9LD; Rhys Lane, Slough SL3 7PD.

MASTER OF THE BUDGET COMP

What wonderful people work at **MASTERTRONIC**. Take that lovely Lesley Walker. What a smashing 'gal'. Lesley offered 10 winners a year's supply of Mastertronic games (ie. all their releases from June 1989 to May 1990). And those winners are...

Andrew Blatchford, Plymouth PL2 1JX; Karen McDonald, Peterborough PE2 0SS; Gavin Gilhart, Royston SG8 5EW; Mark Sears, Coulsdon CV3 2NQ; Peter McCormack, Durham DH1 2AF; Graham Leech, Carlisle CA2 7LZ; Alex Holland, Preston PR4 4XA; David Sejda, Cardiff CF5 4PE; Ian Andrews, Essex SS6 8JX; S Frost, Romford RM5 2JE.

And that's yer 'lot'. Told you your name wouldn't be listed here. Tee hee...

...But not quite everything — here are those competition results we forgot to put in last month...

HOTLINE COMP

KIXX stumped up loadsagames for runners-up and a £15 music token for

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the first prize winne who was **P Boyd, PINNER HA5 1AS**. Hurrah!
And all these lucky people receive a copy of one of KIXX new releases!
Kevin Brittain, STOKE-ON-TRENT ST8 7DF; Thomas Vanner, CO..ANTRIM BT28 3EB; Steven James, STOKE-ON-TRENT ST10 1DB; Nicholas Lloyd, ABINGDON OX14 1NU; Lee Delaney, BELFAST BT10 0FZ; James McGhee, NORWICH NR4 6BT; Robert Davey, TON-BRIDGE TN12 6BB; Simon Austin, ESSEX IG7 6EZ; Ben Saperia, LEEDS LS26 0LL; Simon Greig, LYONEY GL15 5TO; Rick White, DON-CASTER DN3 2LB; William Latham, STAFFORD ST19 9DS; G Bamlett, DARLINGTON DL3 0SP; Nicholas Pettigrew, HULL HU4 7LL; K G Jones, LEEDS LS9 0EE; Neil Griffin, DARTFORD DA1 3BH; Timothy Morbey, BIRMINGHAM B33 9QG; Pierre Scotney, BRISTOL BS20 8DQ; David Oxborough, BRADFORD BD13 3AH; Philip Wynn, CLOPHILL MK45 4BE; Paul Solomons, ILFORD IG5 0HP; Alan Wheeler, LONDON SE16 2EJ; Leigh Loveday, PORT TALBOT SA12 6AL; Andrew Ollett, BROUGH HU15 2XH; Russell Bloch, WEMBLEY HA9 9HN; Neil Harper, LIMERIGG FK1 3BW; Andrew Tate, AYLES-BURY Bucks; J W Splitt, WIRRAL L63 1JQ; D Haigh, WIGSTON MAGNA LE8 1QG; J Waddington, BRADFORD BD2 1QA; A Husain, CHEADLE SK8 3EI; Ben Hales, DONCASTER DN4 9BS; Duncan Brydon, EDINBURGH EH9 1JJ; Simon Brown, PORTSMOUTH PO4 9NF; Andrew Thomas, MERTHYR TYDFIL CF48 3NT; Iain Hunter, LLANGAMMARCH WELLS LD4 4DA; David Walker, WOLVERHAMPTON WV4 4AP; Philip Currie, LONDON N16 0AD; Danny Hill, ST IVES TR26 2PS; Keith Dingwall, WEST LOTHIAN EH48 2LY; Steven Mallins, LONDON NW10 4DY; A Griffin, POOLE Dorset; S Drury, WAKEFIELD W.Yorks; M Harris, CROYDON CR0 9EJ; Stuart Anderson, NORTHAMPTON NN6 9EF; Chris Bryden, YORK YO4 6BN.

KNIGHTS IN WHITE SATIN COMP

Knight fever from **UBI SOFT** brough an onslaught of entries for the top prize of a Muddy Fox Courier Mountain Bike which was won by **Colin Dingwall, LOCHWINNOCH PA12 4AZ**.
10 second prize winners to recieve a copy of *Iron Lord*
Mark Davies, STOKE ON TRENT ST1 6NH; Jamie Ritchie, OKEHAMPTON EX0 2HY; G Caseley, LAUNCESTON PL15 9HX; Keith Dickie, ABERDEEN AB2 8QB; Ciaran Richardson, CARLISLE CA1 3PU; Simon Johnson, BRISTOL BS15 2PD; Simon Walton, SALTASH PL12 5EZ; Matthew Hancock, PORTSMOUTH PO2 9ED; Martin Justice, MIL-TON KEYNES MK3 7QJ; Duncan Harper, PLY-MOUTH PL7 3PT;
10 runners-up to receive some UbiSoft goodies
P Hatton, KINGS LYNN PE31 7HR; D A Smith, PORTSMOUTH PO6 4SQ; M A Hovord, BARRY CF6 6PR; T Wright, MELTON MOWBRAY LE13 1SB; T Thomson, RHYL LL18 4RN; Philip Wynn, CLOPHILL MK45 4BE; J Standen, DAGENHAM RM10 8PX; Chris Barbour, MALVERN LINK WR14 1AW; Stuart Anderson, BRIXWORTH NN6 9EF; Nicholas Gilchrist, EDINBURGH EH5 3QH.

T'LL BE OUT SOON COMP

Good old **THALAMUS**! Fab prizes in the *Sanxion* compo. Winner gets his paws on a hi-tech toy called EYE OF THE STORM, plus — plus! — a Thalamus t-shirt and a copy of *Sanxion*. The lucky chap was **Luke Gietzen, LONDON SE23 3QN**.
5 runners-up to receive a t-shirt and a copy of the game
Colin McBurnie, DEWSBURY WF12 7PL; Neil Harper, LIMERIGG FK1 3BW; J Moare, SHEFFIELD S12 2BI; Darragh Nugent, DUBLIN 4; Rowan Smith, MARKET HARBOROUGH LE16 9LD.
20 runners-up to receive a copy of the game
Gary Vickers, LINCOLN LN3 5DA, Leigh Loveday, PORT TALBOT SA12 6AL; Alan Thorpe, SEAHAM SR7 7JD; Hitul Thobham, LEICESTER LE3 0FD; Peter Young, SADDLE-WORTH OL3 5EG; Jason Dolman, SHEFFIELD S8 8FB; Steven Martin, LONDON N13 5DT; Alan Scrivens, CHESSINGTON KT9 1JZ; Andrew Ollett, BROUGH HU15 2XH; Brian Sherry, LAIN-DON SS15 1DB; R Watson, KENT ME13 7SL; David Coverley, REDCAR TS11 6DG; Karl Bunyan, LINCOLN LN3 5BD; Neil Brunton, WASHINGTON NE38 7HD; Michael Turner, TOTNES TQ9 6PX; Jason Mann, BOREHAM-WOOD WD6 4TF; Martin Hill, INVERURIE AB5 9TZ; C Kjolsen, ESSEX CM19 4NX; Paul Wilson, EDINBURGH EH5 3HU; Richard Stevens, GUILDFORD GU3 3AY.

HE SLIMED ME COMP

All green and yechy that's **ACTIVISION**! Winner of this *Ghostbuster* competition was **Jonathan Horner, HUNTINGDON PE19 2NX** who gets a all expenses paid day out at arcade-land Brent Leisure (with friend) plus *Real Ghostbusters* t-shirt and mug! Cooorr
10 second prize winners to receive *Real Ghostbusters* t-shirts and mug and they are...
Paul Baker, MACCLESFIELD SK11 7BZ; Alan Wheeler, LONDON SE16 2EJ; Adam Thompson, HANWORTH TW13 6RF; Ian Briscoe, BARNSLEY S73 8HD; Michael Follen, NORFOLK PE38 9QL; Richard Allison, SOUTH-FLEET DA13 9PN; Simon Harris, SWANSEA SA4 2WE:Cherry Frome, ST IVESPE17 4WL: Richard Marsden, PRESTON PR2 4SB; Darren Lowe, BARNSLEY S71 2HJ.
10 runners-up to receive *Real Ghostbusters* t-shirts
James Elliott, DUNKINFIELD SK16 5DW; David Snell, VERWOOD BH21 6TG; Richard Jagdhar, LEWISHAM SE13 7JS; Matthew Hades, DUD-LEY W.Midlands; Philip Currie, LONDON N16 0AD; Stephen Robinson, LONDON SE22 8QB; Matthew Hammond, DUDLEY DY3 3RG; S Aquilina EASTLEIGH SO5 7EZ; Ian McEwan, HAZLEMERE HP15 7TF; Simon Lane, GOSPORT PO13 0XH.

COMPETITION

GET READY TO SCRAMBLE



25 copies of GREMLIN'S biking game up for grabs!!!

(Veeeeerrrrrroooom!!!) Wassat? (Screeeech!!!) Whodidwha..? (Neeeeo-ooooo-oowwww!) Whatthefugg?! (Vroom!). Oh Lord, it's Gremlin's 'dashing' PR minion Richard 'lean, mean racing machine' Barclay mucking about on a motor-bike. 'Hiya ruff 'n' ready riders! If you want to be like me and be a racing rebel doing lots of crazy stunts get yourself a *Super Scramble Simulator*!!'.

Dear oh, dear oh me. Take his spark-plugs away somebody. Y'see readers, Barclay's trying to convince you how wonderful Gremlin's new motor cross biking game, Super Scramble Simulator, is. Why he bothers we don't know... 'cos it's brilliant already. He doesn't need to make a fool of himself like this. But then, why change the habits of a lifetime?! (Sorry Richard).

Anyway, the cheeky chappie has given us 25 — 25!! — copies of *Super Scramble Simulator* to give away! To win a copy simply tell us how many s's there are in this competition. Get counting, and here's a few to start you off: ssssssss.

Send your answer on a postcard or the back of a sealed envelope to: **BLIMEY! WOTTA LOTTA S'S COMPO, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB**. Entries here by July 27, which just happens to be Richard Eddy's birthday, (Cards and prezzies to the usual address pleeease!!! —RE), and 'normal' competition rules apply. SO no cheating. Ssssssssss.

CRASH HOTLINE COMPO



WIN JETMAN!!!! JETMAN IS FIVE THIS MUNF — WIN THIS ISSUE'S ORIGINAL ARTWORK!!

In a bizarre fit of generosity CRASH is giving away the original artwork for this month's Loony Jetman!! Why? Because we're completely brilliant! And because Jetman is five — **FIVE!** — years old this month!!!! (Hoppy burfday to da Loony! Trà-la-la — Monsta)

Our hero has been travelling the galactic highways of daftness for 60 episodes now and he still hasn't completed his first job!! Searching for the Eye of Oktup is obviously a bigger job than he's drawn for.

Yes!! He's the loon who gave birth to such glorious phrases as 'I's goin' shoot yous head off with this here bang-stick', 'Bwah!', and 'Hoh! Lookit ikka Monsta!!'. Whatta hero.

So, for all you doohicky fans, this is the compo which just can't be missed!

Dial **0898 555 084** for the special one-off Jetman line where you'll hear five questions, and probably a lot of interuptions from Jetman, all about our favorite Loony.

Get the answers right, fill in the form, and send it to: BWAH! IDDA JETMAN HOTLINE COMPO, CRASH TOWERS, PO Box 10, Ludlow, Shropshire SY8 1DB. Entries here on 27 July and you could be the very, very lucky winner!!

DIAL AWAY JETFANS!

0898 555 084
JETMAN HOTLINE
Fo' this here munf and this munf only a special Jetman line. Hear some Jetman stuff! Take the Jetman test! Win the original artwork!! Bwah!!

0898 555 082
GOSSIP AHOY!
What's 'going down' in the Spectrum world?! Who's launching what?! And news about next month's cover games!!

0898 555 083
NICKO'S 'PORKY' PLAYING TIPS
Mr Tip himself! Latest cheats for the best garres!! He's so dreamy!!!

Calls cost 25p per minute during off-peak time and 38p per minute at all other times. If you don't pay the bill for the 'phone ask the person who does! CRASH Hotlines are brought to you by CRASH Ltd and Chatterbox Ltd. holy Associations, Batman!

THE CHARTS

Who said anything about games?

NICK ROBERTS is not only a somewhat portly tipster but also has his own disco set up with which he tours the country (hem hem)! So here's

NICKO'S TOP FIVE ROTUND DANCE TRACKS

1. Too Many Broken Jam Tarts (Jason Bunintheoven)
2. Buffalo Pie (Nenah Cherrycake)
3. Licence to Eat (Gladys Knight)
4. We'd Rather Snack (The Reynolds Chefs)
5. Where has all the food Gone? (Yazz)

OLI FREY glorious editor of this esteemed organ and general allround arty person has his own taste in ink colours...

OLI'S TOP FIVE FAVOURITE COLOURS

1. Broken Ribs Red
2. Death Blue
3. Melting Earlobe Yellow
4. Freshly Used Sword Purple
5. Alien's Gastric Juice Green

MIKE DUNN the chap who gets so worried about exams all his teeth fall out, CRASH now proubly presents...

MIKE 'SKIPPY' DUNN'S TOP FIVE WORST NIGHTMARES

1. Nearly reaching the top of the A level stairs when turns into a downhill slope
2. Worrying about worrying about A levels
3. The big hairy A level monster
4. The curse of the failed A level
5. Grade U

RICHARD EDDY, our beloved features ed, and his tips on how to make sense of review comments...

RICHARD'S TOP FIVE REVIEWING CLICHES

1. Well worth a look (prettycrap)
2. If you're a fan of the coir-op you'll love this (okay conversion of an awful acade machine)
3. It had me playing for weeks! (ten minutes)
4. A new angle on a popular theme (rip-off of another game with different grapics)
5. Try before you buy (some daft git might like it)

EDITORIAL OFFICE *47 Gravel Hill, Ludlow, Shropsire SY8 1QS* (0584) 5851/2/3 **Editor:** Oliver Frey **Features Editr:** Rchard Eddy **Editorial Assistants:** Viv Vickress, Carolie Blake **Photography:** Cameron Pound, Michael Parkinson (ssistant) **Contributors:** Nick Roberts, Michael 'Skippy' Dunn, Roin Hogg, Mark Caswell **PRODUCTION DEPARTMENT** *1/2 Kiŋ Street, Ludlow, Shropshire SY8 1AQ* (0584) 5851/2/3 **Prduction Manager:** Jonathan Rignall **Reprographics** Matthe Uffindell (Supervisor) Robert Millichamp, Robb (the Rev) Hamiltn, Jenny Reddard **DESIGN** Roger Kean, Mark Kendrick, Melvn Fisher **Systems Operator** Tim Morris **Publisher:** Geoff Grim; **Group Advertisement Director:** Roger Bennett **Advertsement Manager:** Neil Dyson **Advertisement Sales Execuves:** Lee Watkins, Wynne Morgan **Assistant:** Jackie Morris **(05844603 or 5852 Group Promotions Executive:** Richard Eddy **Mil order:** Carol Kinsey **Subscriptions:** *PO Box 20, Ludlow, Shrophire SY8 1DB* Designed and typset on Apple Macintosh II compute running Quark Xpress and Adobe Illustrator 88, output at MBI, 'ellington, Telford, with systems support from Digital Print Reprographs, Wirral Business Centre, Merseyside. Colour origination by **ScarStudios**, Islington Green, London N1. Printed in England by **Casle Web Offset**, Newtown Trading Estate, Carlisle, Cumbria CA2 NR — a member of the BPCC Group.

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A CRASH SMASH



TIMES OF LORE



MicroProseOrigin ■ £9.99/£14.99

Picture the scene: it is the dim and distant past, an age when the land was ruled by High Kings and Sir Clive was still dreaming up the ZX81. The present High King has disappeared, and the deputy appointed to look after the kingdom in his absence has the nation on the brink of collapse. The only way out of this depression is for some suitably heroic person (like yourself) to get three ancient wizardly artifacts (the Foretelling Stones, the Tablet of Truth and the Medallion of Power) together, and dig up (hopefully not literally) the old King from wherever he's hiding. Starting in the Frothing Slosh Tavern, in Eralan, you receive a task from a helpful prior. He tells you that you must retrieve the Foretelling Stones from the thieving raiders of the north. Once you've reclaimed the artifacts you must return them to the prior. And the rest you'll have to find out for yourself!

Times Of Lore is icon driven. You can converse with other characters (assuming they're willing to talk to you!); examine items; get an

NICK There is only one word to describe *Times Of Lore*: enchanting. You get so involved in the game, thanks to the strong atmosphere and the excitement of achievement, that you really feel as if you've gone back in time. The all round presentation (both on screen and in the literature) is excellent, with a super, illustrated title sequence telling the story of the High King of Aralan. The game itself is set out *Gauntlet*-style with ample colour in the towns, forests and bridges that make up the landscape. However, due to the control method, it's all too easy to pop off some kind serf with whom you were conversing. That aside, *Times Of Lore* is simply brilliant, buy it to believe it.



SILKWORM

Virgin Games (licensed from Temco) Random Access ■ £8.99

Despite the title, I can't find anything very silky (or wormy for that matter) about this game! It's a perfectly normal scrolling shoot-'em-up, in which you have to clear 11 levels of super-'ard nasties to liberate the planet and bring peace and joy to the universe etc... etc...

To complete this 'awesome' task, what mighty ship are you given? An interplanetary battle cruiser with multi-mega laser cannons and hyper warp drive? Not quite. Instead, you get a helicopter and a jeep. Can't you see those alien meanies quaking in their boots? No, nor can I! Still, along the way, there's a multitude of extra armoury to be collected; including rapid fire, bonuses and shields. When the kill counter reaches zero the bits of the 'goose' helicopter fly on screen. Shoot them before they assemble, and you get an extra bonus item (if you're too slow, you only get one item).

As destruction games go,







inventory; pick up/drop things; use an item; load/save games; and offer items to characters. Pressing SPACE brings up the icon selector — unless someone is trying to strike up a conversation with you, in which case you talk automatically. To get on in the game you need to converse with loads of people — some of them have very interesting things to say. And there's an awful lot of walking around to be done, too, so a pair of magic boots wouldn't be a bad idea.

There is one more thing which is of paramount importance: DON'T HIT ANY VILLAGERS!! Smash away at orcs and archers to your heart's content, but be very careful of hacking up members of civilised society. Should you let the ol' sword 'accidentally' slip into someone's stomach, then everyone in the game ignores you (or tries to kill you), and it becomes very difficult to make any progress at all.

To save a game, you have to spend the night at an inn, which has the useful side-effect of replenishing your energy (represented by a candle). *Times Of Lore* is probably the best arcade adventure I've played. The documentation and packaging are both excellent. Graphically, it's brilliant, and there is a wide variety of music in the introductory sequence. I have no hesitation in recommending it to all but the most dedicated arcade player. Well 'ard!

MIKE

A long time since we saw such an enchanting, atmospheric challenge

RATING	
PRESENTATION	94%
GRAPHICS	90%
SOUND	89%
PLAYABILITY	94%
ADDICTIVITY	94%
OVERALL	**94%**

Silkworm is fine. It's definitely a bit easy (I completed it after a dozen goes), but if you find the normal level of blast-'em-ups too difficult, this one should be rewarding. The two-player option is brilliant (one takes control of the jeep and the other the helicopter) and increases the addictivity. Nice graphics and excellent playability make this a good choice for the non-expert game player!

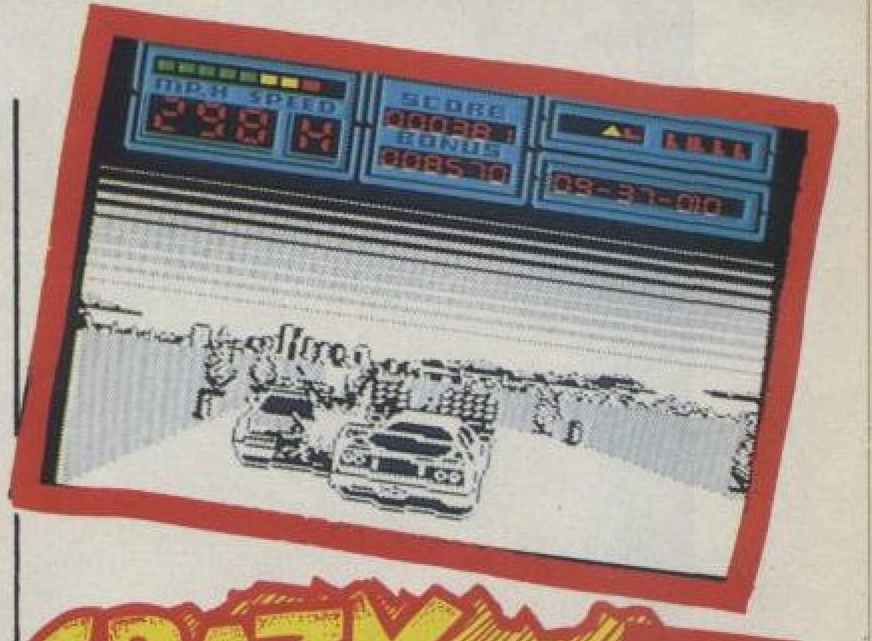
MIKE

NICK What can I say about *Silkworm* that you can't tell from the screenshot? It is another shoot-'em-up in the same style as *R-Type*. All the graphics are nicely drawn and animated but there is a distinct lack of colour. Armoury's not that great either, you can only build up your weapons to double fire (wow!). There are some big nasties which help the addictiveness, but there's little variety. The two-player option is the game's best aspect, allowing real cooperation for advancement. Sound effects are of the bang-bang variety, with a military-style tunette on the front end. *Silkworm* is a decidedly average shoot-'em-up, with a primitive addiction that will only appeal to poor arcade players.



Simple fun for arcadesters who requires little depth to their gaming

RATING	
PRESENTATION	73%
GRAPHICS	73%
SOUND	69%
PLAYABILITY	68%
ADDICTIVITY	72%
OVERALL	**73%**



CRAZY CARS II

Titus ■ £8.99

I've never actually had experience of driving a Ferrari F40, Titus. If you want me to say how realistic *Crazy Cars II* is, I'm afraid you'll just have to give me brand new one. White, please. No? Oh well, it was worth trying.

Crazy Cars II places you behind the wheel of an extremely fast Ferrari (300 mph max), and puts you on the US highways where a gang of car thieves must be caught and brought to justice.

Naturally, it's not just a matter of zooming down lots of nice straight empty roads. There's lots of twisty-turny bits and millions of not-very-happy policemen who aren't too keen on you driving a Ferrari around at top speed. The fuzz tend to pull in front of you and slow you down — stop and you're in the clink. Road blocks also tend to slow the car down (by blowing it up), so it's best to avoid them with some slick steering.

As well as speed and gear indicators (why are we only allowed two gears?), the car has a radar indicator which shows how far away the cops are. There's also a rev counter, score counter and a bonus counter which decreases as time rushes by...

Crazy Cars II is immensely playable, however the graphics let the rest of the game down. They are unvaried and the road can become quite monotonous. Overall, a reasonable buy — with more content it coulda been a contender.

MIKE

NICK If you thought *WEC Le Mans* was good, but limited with just one track, you should take a peek at *Crazy Cars II*! Smooth-scrolling landscapes, road blocks, police cars and four states of the USA in which to rev it up. Wowee! Both cars are excellently drawn and animated, with an amazing feeling as you speed past roadblocks and bounce over hills.

Although it doesn't affect the playability, it's a pity that every route and state are the same two colours. However, the variation of routes from one point to another is a great idea. Each time you play you could go a different way, thus having almost unlimited variety. *Crazy Cars II* is an excellent game for all lovers of *Out Run*, *WEC Le Mans* and other super-speeding car driving simulations.

A real rough ride for tough and trendy streetwise dudes

RATING	
PRESENTATION	81%
GRAPHICS	78%
SOUND	49%
PLAYABILITY	84%
ADDICTIVITY	80%
OVERALL	**79%**




CRASH
ZX SPECTRUM
BATMAN
ocean
Designed by Oliver Frey in Adobe Illustrator 88 on an Apple Macintosh II

BOBS FULL HOUSE

TV Games ■ £7.95

Are you one of these people who sits in front of the telly watching game shows and says: 'I could do better than that'? Whatever you say you can now play *Bob's Full House*, that popular (?) BBC game show, on your Spectrum.

According to the inlay 'hours of family entertainment' is guaranteed as you play through the three rounds of the TV show, with the winner going on to the grand final.

The first round is open to all contestants and the objective is to light the four corners of your bingo card. Each of the four contestants (some can be the computer) has a button on the keyboard as a buzzer and once pressed the answer has to be keyed in word perfect. If you get an answer wrong you are 'wallied' and cannot answer the next question (it's good if you play with Skippy because he's always been a wally).

Round two is identical to round one except that this time you have to light up all the squares in the middle row. The third is where you go for a full house and light up all the lights on your card. The first person to get a full house goes on to the big finish, Bob's Golden Card. If you have ever watched the programme on TV you will know that the contestant has 60 seconds to answer as many questions as possible. Each time they get one right they are asked to choose a number of a square. Some squares give that amount in money and others give a letter. The letters make up the name of a holiday destination — your prize.

It all sounds great fun, doesn't it? The computer version holds little long term appeal as the questions repeat themselves very quickly. The pictures of the contestants and bingo cards are average, but graphics are not that important in a quiz game. There are basic sound effects during the game but no tune. *Bob's Full House* is great as a television programme and had potential as a computer game but the lack of questions really lets it down.

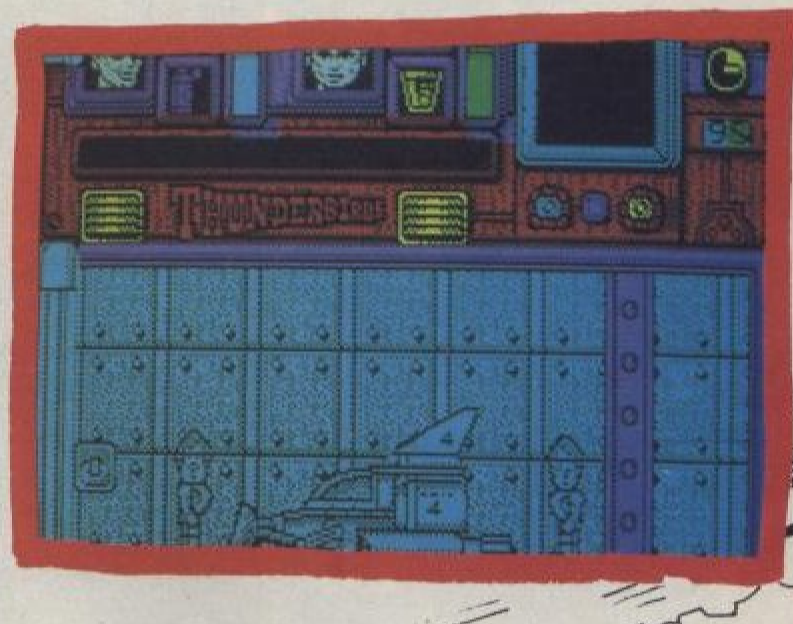
NICK

MIKE While aesthetically quite pleasing, with animated contestants and an amusing caricature of Mr Monkhouse, the game offers little in the way of entertainment. It knows hardly any questions; you can get the same question three of four times in one game quite easily, and frankly the game's whole design is pathetic. Like all computer quiz show tie-ins, *Bob's Full House* simply does not muster up any sense of achievement on the player's part, more so in one-player mode. Basically, this is one TV licence Domark should have left alone.



Mixed opinions, but repetition of questions is poor for the price you pay

RATING	
PRESENTATION	58%
GRAPHICS	58%
SOUND	20%
PLAYABILITY	28%
ADDICTIVITY	35%
OVERALL	**48%**



THUNDERBIRDS

Grandslam/Teque ■ £12.95/£14.95

The year is 2063, the place is a small remote island in the centre of the Pacific Ocean. Not very much happens here, nothing that is until the cry 'calling International Rescue' goes up, because tucked away in the middle of this island is the Tracy residence. Jeff Tracy, ex-astronaut and retired industrialist is the boss man behind the world's top global rescue team, aided by his sons Scott, Virgil, Alan, Gordon and John.

Thunderbirds is the latest attempt to do Mr Anderson's

TIME SCANNER

Electric Dreams/Spidersoft ■ £9.99

It's a while since we've had a Spectrum pinball variant, and this is quite an enjoyable one. Unlike most of the others that have surfaced in the past, this Electric Dreams version exploits all aspects of pinballing and much more.

There are four different





A CRASH SMASH

OLI Neat graphics and well devised gameplay gives *Thunderbirds* the attraction of the TV series. In fact, the graphics mirror the puppets brilliantly and have hardly any colour clash, though there is plenty of colour onscreen. Superb game isn't it Parker? 'Yus, m'lady'!? Oi!



famous early-Sixties puppet creations justice — Firebird had a go some time back.

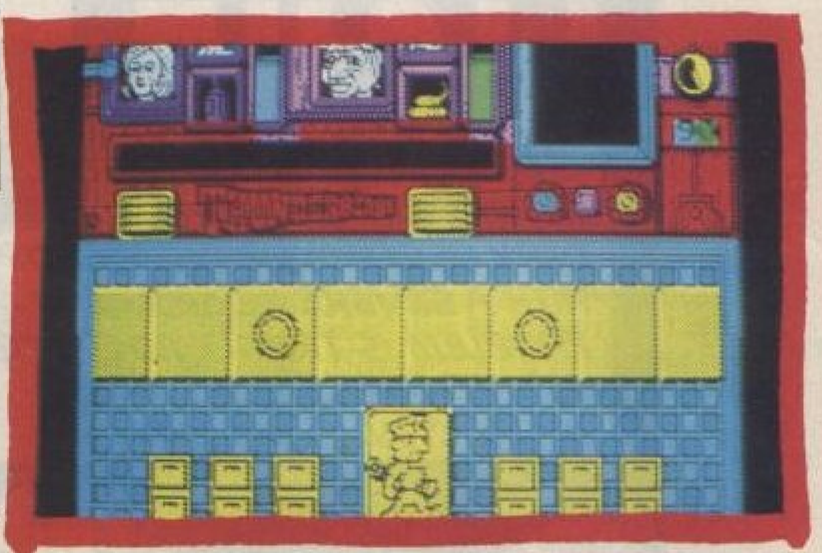
This is a four-level arcade/strategy game with each section representing a knd of typical TV episode, although all four are related to each other.

Task number one calls International rescue to a mine where two miners are trapped in a cage deep below the surface far from conventional help. Worse still a leaky valve is letting the mine fill with water.

So Alan, Virgil and Horatio Hackenback III — Brains — head to the rescue. Virgil waits in Thunderbird 2 as the others rummage around the mine solving clues which will save the trapped miners. Each of the characters must take two items from a choice of torch, lamp, laser cutting tool, bag of gob stoppers, klaxon and grease can. It's your choice to work out which is necessary to each task in in each section of the game. And the characters are controlled separately, with many puzzles only solvable by a particular person.

Succeed in rescuing the miners and you're given a password to the next level, called Sub Crash. A revolutionary atomic-powered submarine has struck a deliberately planted mine and now teeters on the edge of an underwater volcano whilst its nuclear reactor threatens to go critical at any moment. Alan and Gordon's task in TB4 is to shut down the reactor and refloat the sub before it falls into the volcano and causes even more aggro. Another six items and the customary time limit apply.

After raising the sub fragments of limpet mine discovered in its hull have been identified, although the makers are not known. The problem is that the document detailing the mine's makers are locked in a vault in the Bank of England. So mission three sees the British agents Lady Penelope and her long suffering manservant Parker sneeking into the bank. They have to negotiate faulty lifts, an overzealous guard and a variety of security devices which need plenty of thought to bypass.



Once Penelope and Parker have retrieved the document they discover that the evil Hood is behind the dastardly scheme. They also discover that he's holding International Rescue to ransom, having photographed the Thunderbird craft at the scene of the sub crash. He's also threatening to explode a 60-megaton bomb if they don't pay loadsa dosh in three hours.

Countdown To Terror takes Scott and Virgil to Arizona to battle the Hood and destroy his devilish bomb, but as always fiendish puzzles, a manic robot and the evil genius himself threaten the Tracy's plans.

Grandslam have done an excellent job in converting the puppets from TV to the computer screen. The character sprites all move around the screen as amusingly as their supermarionated cousins (and I mean that as a compliment). The puzzles are devilishly complicated (especially on levels three and four), but not so much as to kill enthusiasm.

MARK

Intricate and accurate graphics let you relive your favourite exciting episodes

RATING

PRESENTATION	92%
GRAPHICS	91%
SOUND	85%
PLAYABILITY	93%
ADDICTIVITY	89%
OVERALL	**90%**

---

machines to play on, based vaguely around some historical theme (I assume that's why it's called *Time Scanner*). For the two people in the universe who've never played a pinball machine and don't know what it's about, the basic idea is that you fire a small ball into an enclosed area. By using specially placed flippers, you can bash the ball about so as to hit certain obstacles which score points or get bonuses.

On the first level, Volcano, you've to shoot the balls through transparent volcano lanes and light up the letters VOLCANO. When all the letters are lit, the volcano erupts, and you get an extra two balls!

Second level is the Saqqarah (don't ask me) stage, with lots of Egyptian sphinges (yes, that's how you spell it, Oli) and pyramids around. Light the letters PYRAMID and then drop the balls into the triple ball hole. On the third stage, Ruins, you have to drop the balls into the centre hole. Get two down, light all the targets and you're given a special fire ball, which has to be fired into the hole. Then you go onto the Special section, and guess what the blocks spell out this time? S...P...E...



NICK Take four pinball games and a bit of *Breakout*, add tricky layouts and special effects and what have you got? *Time Scanner*! I have never enjoyed playing a pinball simulation so much. It is very similar to the Code Masters' *Pinball Simulator* but this one actually allows you to complete a table now and then. The four layouts in the game are all as good as each other with plenty of buzzers, flippers and surprises in store for the player. One minute the ball can be bobbing along nicely and the next it can have turned into three balls and mayhem breaks out. Talking of break out, the Special level includes a breakout style bit (oops, that's spoiled it!). I would recommend *Time Scanner* to anyone, it's loads of ball-bashing fun!

Time Scanner is an excellent variation on an ancient theme. Thankfully there's enough content in it to make it addictive, though for ten quid you might be tempted to wait for it to come out on budget. It's not the sort of game that grows old quickly. The idea behind it is simple and unoriginal, but it's a tried and tested formula and it works well.

MIKE

Steel ball antics so fast you will flipper your lid with the frantic fun

RATING

PRESENTATION	80%
GRAPHICS	81%
SOUND	82%
PLAYABILITY	82%
ADDICTIVITY	83%
OVERALL	**81%**



CAPTAIN LIGHT
V
DARK DESTROYER
DARK DESTROYER, THE FIEND WITH A **SEVERE** PERSONALITY PROBLEM IS TRYING TO DESTROY **ALL** THE GAMES SOFTWARE IN THE CITY.....
Y'WANNA PLAY GAMES SUCKERS? **HAW! HAW! HAW!** NO MORE FUN MEATHEADS!
ED'S GAMES
HOLD IT RIGHT THERE **SCREWBALL!**
CAPTAIN LIGHT YOU BRAINLESS **WIMP!**
SO IT WAS A BIT **BELOW** THE BELT, WHO CARES? ONLY TROUBLE IS, HE'S DESTROYED ALL THE GAMES SOFTWARE
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Nick's PLAYING TIPS

Alright me lovelies? You've tuned into the ultra def and crucial Nick's Playing Tips (ha, and there's you thinking this was Children's Hour!). This is the section of CRASH with lots of silliness (wurble!) and just a few tips and maps for the latest Spectrum games.

Doesn't time fly when you're having fun. It doesn't seem long since I was nattering on about reaching the tender age of 16, and now here I am again — one year older (I'll soon be drawing me pension and complaining about the young uns — well perhaps not!). So what does 17 years of age do for you then? Well you have all had to sit through Dom Handy wobbling on about his Fiesta, and now you can enjoy my adventures in the nackered out car market (what do you expect, I'm only a flippin stoodent).

Did you all enjoy that brilliant tape stuck on the cover last ish then? Well if you thought that you would never recover from the excitement of that, look there this month — cor! The POKEs have gone up market. But POKEs aren't everything are they? No, there are some stonking good tips in these pages of mine and a map of the budget hit Blackbeard.

I haven't been giving much software away lately because I'm a mean bar steward but the £40 prize is back in now and it goes to... ha, you'll have to read the tips to find out.

Stormlord

Don't you just love being kept in suspense? No, oh well. Anyway, here is the second part to the solution to Hewson's Stormlord. The groovy Raf Cecco game.

Level Two

Go left and get key. Go right through pawns and open chamber, go right again through second pawns and get shoes. Go left and get fairy, use spring board. Go left and jump over high skull wall. Go left through the worms and swap the shoes for the umbrella. Use the springboard, get the fairy in the rainy chamber. Go right through the dragons and get the key (disintegrate the platform the key is on). Go left through the dragons and open the door to use springboard. Get fairy, go right and use the springboard. Use springboard, get by door, get shoes. Go right through flies and get the honey pot. Drop down and use the springboard. Divert swarm and get fairy. Go right and open the chamber door. Get shoes, get the fairy on high ledge. Use springboard whilst pressing right to avoid fly trap and get final fairy.

To be continued...



Renegade 3

Yeh, I loved this game because I'm that 'ard. Well the reason is probably more because I stuck a load of POKEs into it and completed no hassle! But Paul Jolly (seems a happy chap) from Weybridge doesn't use POKEs and he has sent in these tips to help his fellow Renegaders.

1. When on the top level of the screen (by climbing up the wall) keep performing the jump kick move. You can hit anyone on the bottom level as long as they are below you. This is a good way to build up points without your energy being drained.
2. On two screens of each level you can't move out of it until you have killed 12 people or monsters. Three come from each side of the screen. I find it easiest if you hit one of the monsters on one side and then turn around to hit one on the other side. This prevents you from being hit in the back. Or you could you the cheat in last months tips.
3. You can drop off the top level of the screen without losing any energy. Watch out on the prehistoric and medieval levels though as there are lots of pointy spikes about and you might lose your indispensables!
4. On the medieval level watch out for the knights on hobby horses with lances. They jab you with the lance as they rush in at you. I find it best if you use a jump kick on them.
5. The small bundles of bandages on level 2 jump at you and drain your energy. Kick or duck and punch them.
6. I think the quickest move is the duck punch.

CHEAT MODE MOTEL

Why do all good things in life have the word 'MODE' in their name? What do you mean they don't, well yeah I suppose Nick doesn't, but there's Cheat Mode Motel and of course the brilliant Depeche Mode! Taking of cheats here they are (I new I was writing this for a reason).

Last Mission

For infinite ships in this game all you have to do is start a one player game and press the " key.
(Tent in the garden: **Christopher Banahan**)

IK Plus

When you get knocked down, pause the game then restart it and you will be standing up again, which is very useful.
(Cleaner's cupboard: **Finlay Stewart**)

Quarx

Enter **HI GREG** as a high score name. Then pressing **Z, S, D, G, H** and **B** together gives you eight lives and moves you to the next level, wow!
(Double room and breakfast with extra Rice Krispies: **Dave Styles**)

Red Heat

All you have to do is press **SYMBOL SHIFT** and all the numbers on the keyboard and you will have ten lives to bash and smash your way through.
(Bathroom Cabinet: **Daniel Thomas**)

R-Type

Fed up with the usual boring infinite lives that most POKEs give these days, Euan Smith **decided to doing his own bit of hacking. He has come up with these multiface POKEs for *R-Type* that give some strange effects. If anyone would like to come up with a loader for these I'm sure it will be printed.**

POKE 37362,201 = Immortality
POKE 38240,0 +
POKE 38241,0 +
POKE 38242,0 = This makes you disappear completely so you can't be hit by any of the aliens, although you can kill yourself on the background scenery.

POKE 38241,6 +
POKE 38242,154 = Makes you fly upside down!

POKE 38241,14 +
POKE 38242,154 = Makes you fly back to front!

POKE 38241,22 +
POKE 38242,154 = Makes you fly upside down and back to front!!

POKE 38241,254 +
POKE 38242,153 = Gets you back to normal.

POKE 34930,195 = Removes the background scenery.

The next set of POKEs is a bit more useful. It provides you with an extra key, W. When pressed your ship is provided with a complete complement of attachments along with the ripple laser for extra firepower.

ADDRESS	CODE (IN HEX)
5B00	01 FE FB ED 78 E6 02 20
5B08	0B 01 1D 00 11 A3 7A 21
5B10	18 5B ED B0 C3 79 89 00
5B18	01 03 01 01 01 00 0B 08
5B20	00 0C 0A 01 04 09 02 06
5B28	02 0D 0A 07 06 0A 0E 00
5B20	00 00 03 03 00 00 00 00

Followed by: POKE 34388,0 and POKE 34389,91

Skateball

To go along with the cheat mode for *Skateball* printed a couple of issues back here are some groovy tips from Stephen Wedge of Chasetown. **I wouldn't want to chase a town (no me neither — Skip) (what a bad joke!).**

1. If you are playing against the computer in a one player game then select the team: HAREGANY, AGRAVAIN and MANDRAX. For the computer select the team: GENGHIS, ERIANG and ZAXX. This means that you have the strongest team and the computer has the weakest so the game will be easier.
2. On early levels stronger players do best, even so, avoid tackling head on.
3. If you are a weak player, tackle from behind.
4. To get a certain goal, walk the ball into the net.
5. When in your own penalty area, shoot the ball up field to clear it and then chase it to score a goal easily using the method described in No. 4.
6. When on later levels with pits and spiked balls use the radar scanner to avoid them when you are off screen.

FLASHBACK

Micronaut One

Well you know what a kind, considerate bloke I am. So I thought that I would print some tips for all you fans of *Micronaut One*, one of the games on the cover cassette last issue. Don't forget that if you want tips on any game that has been re-released lately then drop me a line (I always wanted to say that!) at the usual address.

1. Collect the small clouds which float about the tunnels as these increase your energy.
2. Destroy all of the webs, this is done by shooting the grey blob.
3. Don't shoot the eggs, it wastes too much energy.
4. Only attend to the ETUs when they are at danger status or critical, otherwise you waste time.
5. The other objects you see in the tunnels are there just to get in the way, don't waste energy shooting them..
6. The first three levels are the tunnels of Ceres, Ganymede and Phobos.

Blackbeard

Shiver me timbers (gnuk — no, sorry that was uncalled for) it's tips and a map for that jolly (roger) game called *Blackbeard*. The tips have come from Tonbridge in Kent cour-tesy of Neil 'Lofty' Lofts. Oh and hi to Klaudine, Martin, John and Mark and good luck to all the 5th years at Mascalls School taking their GCSEs (ha I've done mine). The map is from David Stevens of Burnham-On-Sea. Well the only thing I have to say to that is "Alwite Shell?".

Hints and Tips

1. To open chests shoot them with the gun. The icons you can collect are:

= 1 extra life

= invincibility potion (for a short time)

= torch for lighting cannon

= either increases energy of causes character to walk around drunk (hic!)

2. To fire the cannon collect the torch from a chest, stand at point X, press up and then press fire. This stops any more bad guys from getting onto the ship.

3. As you walk over the tarpaulin holes will begin to appear. If you walk over these holes you will fall to the floor below forfeiting a life. To get to and from the decks use the stairs. These are letter linked on the map (ie going down at point C on the upper hold takes you to point C on the lower hold.

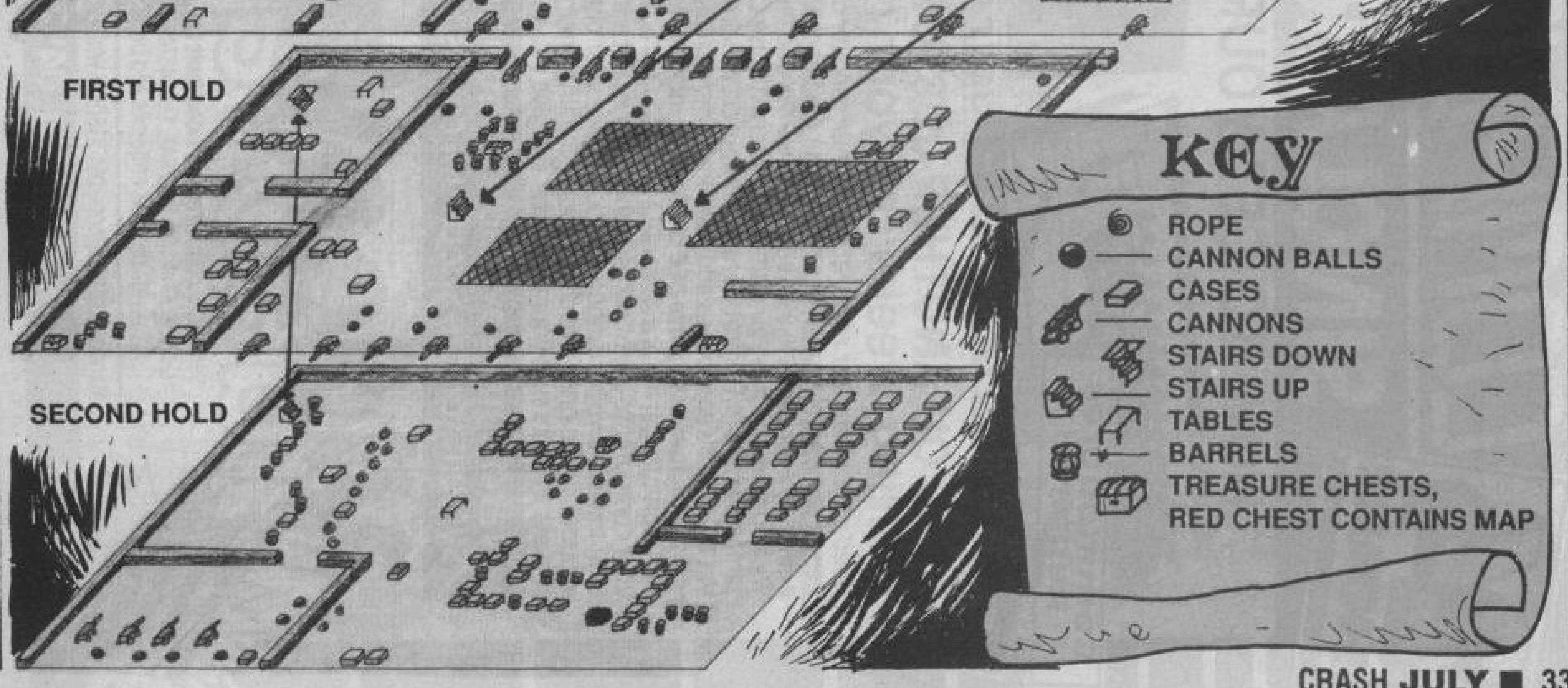
4. There is no 'number of lives left' digit on the screen. Instead you are warned of low lives by the jolly roger.

= 1 life left

= 2 (or more) lives left



BLACK BEARD



Tiger Road

This game is getting on a bit now but who cares? I'm sure there are plenty of people out there still stuck on it. 11 year old Stuart Dees **of** Lightwater **in Surrey certainly isn't though, here are his tips.**

Level 1

As soon as you appear, jump right and kill the two sword bearers. When you have done that, jump right again and you should be on the first stone slab. Walk to the end of it and jump right again onto the second slab. Walk to the end of this slab and jump right. Then walk right and voila, you're on level 2.

Level 2

Walk right a bit and jump a level twice. Walk right and you should fall but carry on walking to the first pillar. Start firing constantly till the monster that should be on the screen is dead. Once you have done that, start firing at the near by trophy and a ball and chainl appeasr. That should be collected simply by walking over it. Walk right till you are at the beginning of the second green wall decoration. Start firing like mad till the monster is dead. Walk right till you are under the last wall decoration and jump up a level, start firing till the monster is dead.

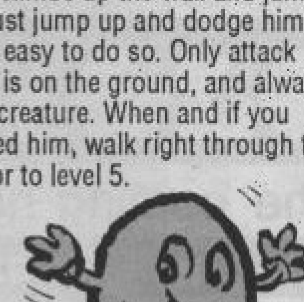
Now walk on right to level 3.

Level 3

This level is a lot easier than the second level as all you have to do for most of it is jump the barrels. As soon as you appear, jump right and keep the joystick in that position and you will find that you will jump all the barrels till you reach the wall that you have to jump on to. Soon after the wall comes a hole which if you fall into you lose a life. Once cleared of this hole by jumping it, jump right over the rolling barrels and walk right to level 4.

Level 4

On this level there is just one creature you have to face in one room and the creature has more energy than you do! The main thing to do in this level is if you have the ball and chain (like you should have if you have been following this) you can attack when the creature is walking towards you, but is still a fair distance away. When the creature climbs up the wall and jumps at you, just jump up and dodge him as it is very easy to do so. Only attack when he is on the ground, and always face the creature. When and if you have killed him, walk right through the right door to level 5.



Dizzy — Crash Edition

Still stuck on that 'dude' game from last month's cover cassette? Well not any more because here is the solution already! This is from G Hyde **of** Brantingham.

L, l, collect egg and mucky grease gun. Go into cave, l, use gun near wagon, d, get purse, leave at bottom of screen, d, get clove of garlic, u, l, keeping garlic jump on bat, r, leave garlic near purse, l, get egg and bottle, r, u, r, r, leave bottle on roof, l, l, d, get purse, u, r, r, r, leave gold near pot, l, get bottle, r, leave bottle near pot, get purse, r, leave purse near bird seed, get bird seed, carrying seed jump on bird, r, r, r, r, kill bird, u, kill birds, drop seed, get ghost laser, d, l, get on very edge of springboard, jump once, spring left onto top of wall, l, l, l, l, drop laser near purse, get purse, r, r, r, r, r, drop purse near bucket, get wig off platform, l, l, use springboard as before, l, l, l, l, drop wig in pot, r, r, get cutters, l, l, l, leave cutters on roof, r, r, get laser, l, l, l, go in cave, l, d, d, drop laser, u, get garlic, d, drop garlic, get laser, kill ghost, get garlic, r at bottom of screen, kill bat, r, get onto the small platform, jump up so bridge falls, r, drop garlic, get feather, l, l, l, u, u out of mine, r, r, r, put feather in pot, l, get cutters, l,go out of top left of screen, l, get troll brew, drop cutters, r, use springboard to go out of top r of screen, r, r, put brew in pot, l, l, go out of top left of screen, l, get cutters, r, use springboard to get out of top r of screen, go down the mine, l, l, use cutters, use raft to get cloud silver line, r, r, u, r, r, r, put silver line in pot, r, get torch, l, use torch near pot, get bottle, leave bottle on pot, the bottle will bounce once and fill up, collect it. Read the screen!

POKEs on tape...

Well what have we here then? Yup, it's a flashy new POKE program exclusive to these pages (and tapes). It comes from Graham 'Turbo' Mason, the master of the Spectrum add on. Just take a peek at the glorious games that have been POKEd on the tape this month...

Navy Moves Part 1
Navy Moves Part 2
Repton Mania 1
Repton Mania 2
DNA Warrior
Dark Fusion
Vindicators
Sanxion 48K
LED Storm 48K
Last Duel
Human Killing Machine
Tiger Road
Renegade 3

Well how about that then? 13 POKEs that you don't even have to type in! Just load up the POKE program off the cover cassette, read the scrolling message (this bit is optional!), press E to enter the POKE list and use keys Q and A to scroll the list of games. Once you have got the game you want to POKE at the bottom of the list press the SPACE key and load up the game from the beginning. Don't worry if it looks like it's not loading or the screen corrupts. Keep the tape playing and all will be fine. I have not had time to test all the POKEs and see what they do so you may have some pleasant surprises when you load up your game. Look out for more flashy POKEing fun next month and if you want a particular game hacked for you, write in to me and I will try to include it on the next tape or alternatively write to Turbo at the address in the scrolling message.

Rock Star Ate My Hamster



Here are a few quickies (whoop, whoop!) for that crazy Code Masters game Rock Star Ate My Hamster. That's nothing, my brother ate a whole flock of zebras and a small furry goldfish the other day. Oh sorry, this is from Kevin Flack of Romford.

At the beginning use the pub for about two weeks then go straight to the stadiums. Charge £10 for each ticket. If you keep going to the stadiums, gradually you will build up to making £100,000 every night! Use the computer suggestions for names of the group and the singles on the album, these seem to do better in the charts. It is best to use the rock star whose wages are under £10,000 a week (I'm in the wrong business!). A good one to use is Dorrisey.

Well that's the end of another month's pages (and it means that I haven't got the excuse of 'I've got to do the tips' when Richard is after reviews!). I promise you more fun and frolicks next time round and an even better POKE program on the cassette. So send all yer hackings, tip bits and juicy maps to this address... Nick 'Pie' Roberts, Playing Tips, CRASH, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB

CRASH HYPERMARKET

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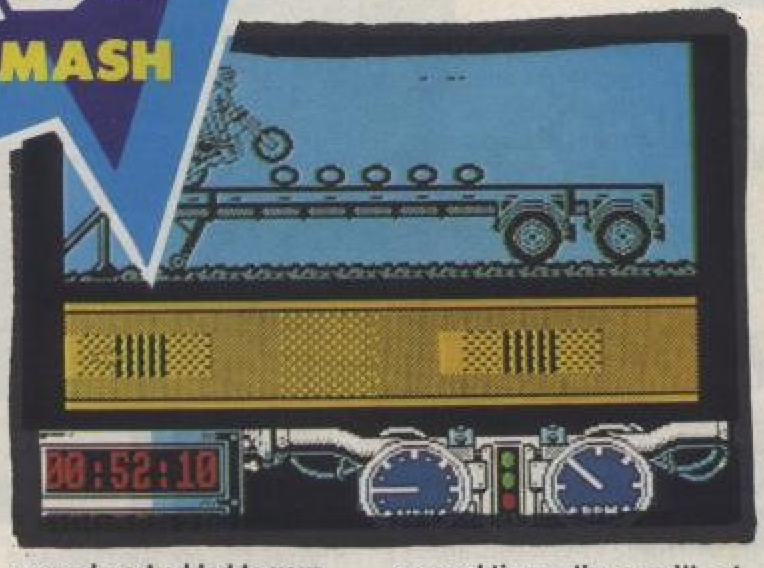
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A CRASH SMASH

super SCRAMBLE simulator

Gremlin Graphics/Magnetic Fields ■ £8.99



I half expected this to be a version of the first ever scrolling shoot-'em-up, *Scramble*. Thank goodness it isn't! What we have instead is a modern version of the old classic motorbike scrambling game *Kikstart*, with much bigger graphics and even more playability.

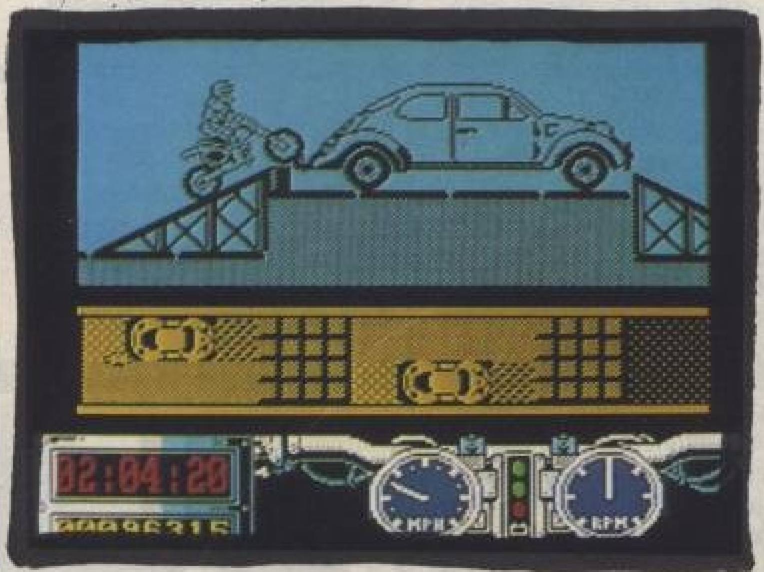
Super Scramble Simulator is spread over 15 levels, five blocks of three. There are three mud courses and two concrete; each type has its own type of obstacle. For instance, the concrete tends to have ramps, skips (yeah!) and lorries, and the mud courses usually have lots of hills and logs.

Each course has a qualify time — you incur time penalties by going too fast over certain sections, crashing onto either wheel, letting the bike stall, or going off course. If you manage to complete the course with time to spare, the remaining seconds get added to your score. If you don't... game over.

Should you fail an obstacle several times, then you'll get taken onto the next one, incurring an extra big penalty. On the first two courses, you get three attempts at each one, on the second couple of levels, four attempts, and on the last one, seven!

Super Scramble Simulator is an excellent game, however, it has one fault, and that, unfortunately, is a big one: having to go back to the beginning after playing through the first three sets of courses is very, very annoying. That said, it manages to retain a lot of addictiveness despite the frustration (like life really) (the oracle speaks — Ed). The graphics are good, the sound is superb, the game is fun, the price is right. So where's Leslie Crowther? Playing *Super Scramble Simulator* if he's got any sense!

MIKE



NICK Brrm, brrm, who remembers that brill program *Kikstart*? Gremlin seem to have, with their great version of the old fave. *Super Scramble Simulator* (sounds like something from Code Masters!) is packed full of excellent graphics, tricky course layouts and loads of addictiveness (no it can't be from Code Masters!!). Of all the courses the obstacle ones are the best, with such things as cars, trailers, barrels and water to negotiated. I have spent hours playing *SSS* and apart from the back-to-the-beginning problem, *Super Scramble Simulator* is an excellent game.

Super little game, with all the fun of scrambling and no dirty trousers

RATING	
PRESENTATION	89%
GRAPHICS	91%
SOUND	91%
PLAYABILITY	91%
ADDICTIVITY	88%
OVERALL	**91%**

CAPTAIN FIZZ MEETS THE BLASTERTRONS

Psyclapse/Clockwise Ltd ■ £9.99

Here's a turn up for the books. Psyclapse, the software house which normally concentrates on 16-bit games, suddenly pop up in the Spectrum 'field' with this odd two-player *Gauntlet*esque game.

'It's double fun and double trouble all the way!' proclaims the jubilant inlay. Hem hem, this is a bijou fibette. What we've got here is a split-screen maze game (two players simultaneously), with very tiny graphics (one character square per graphic) and confusing flick-screen movement.

Captain Fizz has to destroy the master computer by eliminating all the alien generators on each of the 20 levels. If you don't, the space station you're on will sun dive.

As you and your mate (Cap'n Fizz has apparently been cloned to work as a stormtrooping double-act) explore the mazes, viewed from overhead, an onslaught of aliens will try to stop you — quite persuasively too — with their megabolt lasers. You've laser too, so blast 'em back, Cap.

There are also colour-coded keys which are required to enter and explore rooms within the maze. The main objective on each level is to reach the lifts, transporting you to the next level... and so on till you reach the master computer on level 20.



Puzzles and barriers must be solved and broken down to gradually disarm the planetary defences.

A relatively simple game, but with tricky elements, *Captain Fizz* obviously hopes to win on the playability rather than the graphics — which have little variety throughout and are mainly 8x8 pixels. Unfortunately, it doesn't work too well and left me unexcited. Even at its best, with two-players, it remains extraordinarily average. A disappointing release from what is actually a decent software house.

RICHARD

MIKE It's coming to something when a programmer using single character graphics can't even scroll a quarter screen gameplay area smoothly. You really do have to see the graphics in *Captain Fizz* to believe them; I think that any software house expecting people to buy a game that looks like this is off its proverbial rocker. If you're already lucky enough to own a magnifying glass, then Mr Fizz might be worth a look (a very close one), because it's quite playable if you use your imagination. Value for money is a bit of a joke, I'm afraid. Still, what it amounts to is a poor spacey *Gauntlet* variant, and a big let down from Psyclapse.

A badly programmed Gauntlet clone. We expect better from Psyclapse

RATING	
PRESENTATION	40%
GRAPHICS	34%
SOUND	78%
PLAYABILITY	65%
ADDICTIVITY	51%
OVERALL	**56%**

WELLINGTON AT WATERLOO

CCS/Ken Wright ■ £12.95

From the creator of *Overlord*, *Yankee* and *Napoleon At War* comes *Wellington At Waterloo*: but this time history is in your hands. Following the battles of Borodino, Auerstadt and Quatre Bas, Napoleon met with Wellington on June 18 1815 for his last and most famous battle of all.

In *Wellington At Waterloo* you are in charge of the eponymous character's combined Anglo/Dutch forces along with Prussian reinforcements (which appear after turn ten). Both sides' objective is to reduce the other to less than 30,000 men. It may sound a lot but *Wellington* allows you to lose up to 700 men in one onslaught.



Via the smooth-scrolling map, attack/retreat/reorganise orders arre issued to infantry, artilllery, cavalry and later on the Prussians. The command strructure involves selecting a destination, the unit then moves there as fast as terrain, enemy units and own speed will allow.

Routs are possible, ranged fire follows line-of-sight rules and the the eeffectiveness of a unit is based around its morale with routs (quite cleverly) leading to a domino effect mass rout if you're not careful. Three skill levels are provided with the morale of the French increasing with the higher levels and thePrussians taking longer to arrive.

Sadly *Wellington At Waterloo* is something of a disappointment following the excellent *Ancient Battles* and Ken Wright's *own Napoleon At War* — the commands are limited and with this comes a loss of flexibility. As *Wellington* is based around one conflict, the scope of the game is also limited. A pity as the execution of the game is of high quality — a great shame potential has been missed to recreate one massive conflict or a series of famous Wellington battles.

ROBIN HOGG

A smaller wargame than we usually expect from Ken Wright, and a bit limited

RATING	
PRESENTATION	80%
GRAPHICS	79%
RULES	76%
PLAYABILITY	77%
ADDICTIVITY	73%
OVERALL	**73%**





Firebird/Core Software ■ £9.99/£14.99

Rick Dangerous is a similar sort of guy to Indiana Jones. You know the type — designer stubble, funny hat and all the girls swarming around him (and no, Skip, not like you). Surprisingly Rick's adventures began as his plane crashed over the Amazon jungle while he was looking for the lost Goolu tribe.

He found them too. Unfortunately they were wild,

XYBOTS

Tengen (Domark) ■ £9.99 cass £14.99 disk

Essential plot element one: The *Xybots* (zibots) have invaded a nearby moon and constructed a vast, multi-level base.

Essential plot element two: Two heroes, Major Rock Hardy and Captain Ace Gunn (no doubt trying to live down their parents' horrendous taste in names), have infiltrated the base and are out to eliminate the Master Xybots, driving all the minion Xybots into an uncontrollable panic and preventing system-wide invasion.

Designed as a two-player game, though a single person can select a character and play on his/her own, the screen is split into three main parts. With the score, lives, bonus attributes and a map of the mazes level at the top; the action is viewed from two windows, split vertically at the bottom. Both windows independently show a 3-D isometric view of the corridors from behind the appropriate player character.

Rock and/or Ace move (and slide strangely) around the maze and can shift their viewpoint through 90 degrees. A standard blaster takes care of the Xybots (some more easily than others) and a limited-energy Zapper can freeze them for a while; damage taken from them can be

OLI The 3-D environment adds tension and realism to the maze game format; *Gauntlet* was exciting but being able to see who and what was going to attack you, and when, provided no surprises. Though it's cliched in concept and fairly simple in execution, *Xybots* generates a good atmosphere and its gameplay is addictive. It's a bit tricky (sometimes frustratingly so) but it's the sort of direct action which has you coming back again and again. Even if you're no Gunn or Hardy (cue lively but immature summary), go and grab hold of this — before the *Xybots* grab you!



NGEROUS

MIKE I'm not a great fan of platform games, but then there's always exceptions! Okay, the graphics are small, and the animation could have come from the days of *Manic Miner*, but who cares? It's colourful, challenging and playable. All the elements of a good game are here; in fact, there's only one problem with it — Nick can play it better than I can! Very enjoyable, maybe a touch pricey, but still well worth a shot (or a jump or a poke).

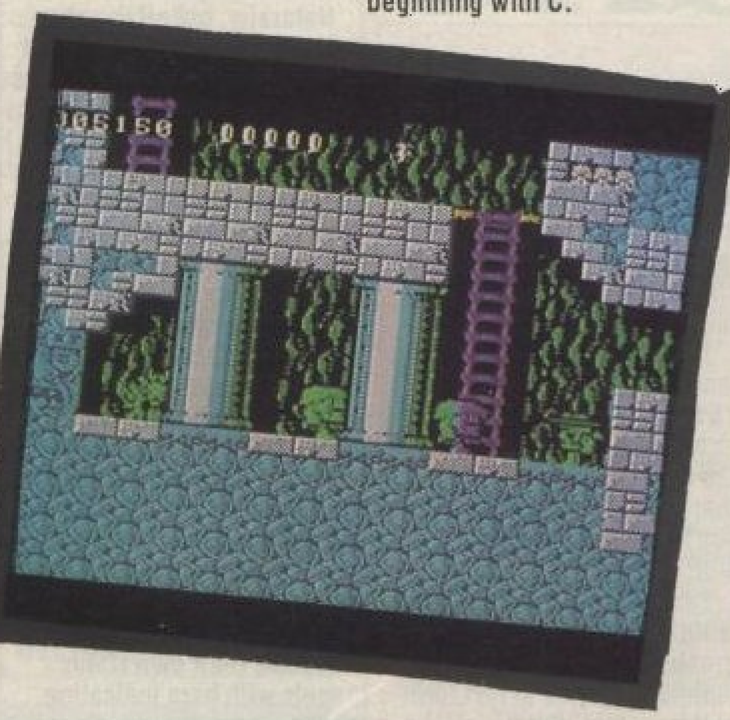


and armed with only a gun, some dynamite and a stick, he dived into the unknown depths of a cavernous temple (the plot thickens!).

This is where his troubles begin. The Goolus are not a friendly lot and to collect the treasure hidden about the temple Rick has to pop a few of them with his trusty pistol. But a tribe of crazy people aren't enough to stop this hero.

Escaping from the temple, Rick returns to London, and is soon off again, this time for the pyramids of Egypt to recover the priceless jewel of Ankhel.

These are just two of the four levels of this brilliant little game. Each one is full of enemies and traps of various kinds, from blowdarts and mummies to flames and guard dogs. *Rick Dangerous* is just like stepping into a cartoon. All the characters you come across are comical, cute and lots of other words beginning with C.

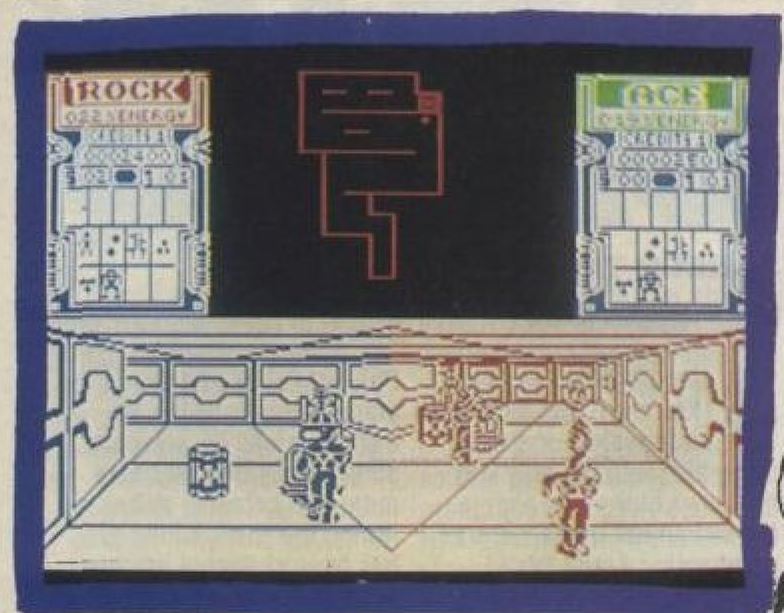


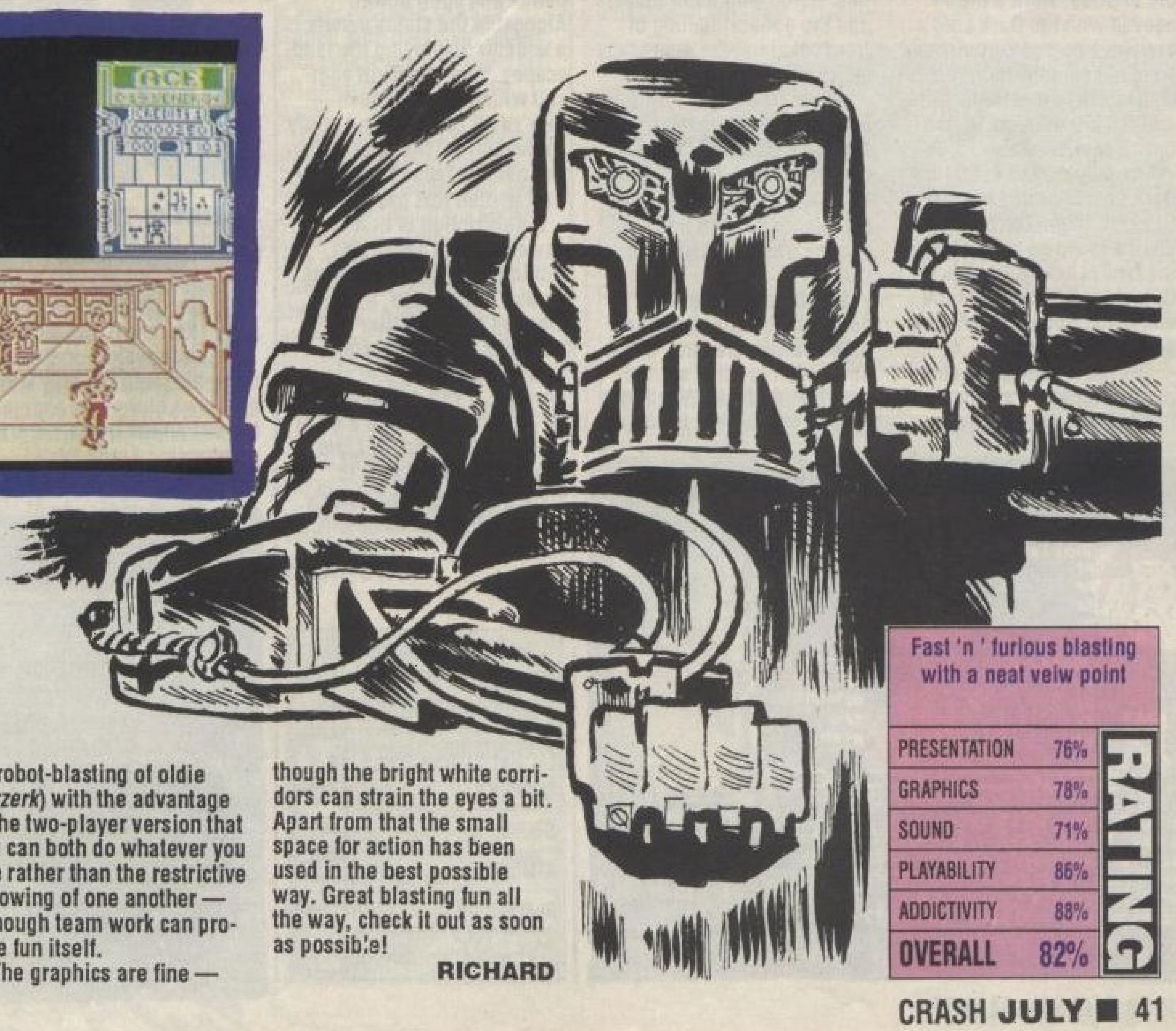
The sound suits the graphics with squeaks and blips when Rick uses different things. Each screen (there are 85) is as colourful and full of puzzles as the last, and your first few goes won't see you going very far. Perhaps, once you've worked out how to do things, the levels will lose some of their appeal however. *Rick Dangerous* is an essential purchase for any arcade platforms and ladders freak (like me). Go out and buy this one NOW!

NICK

Indiana Jones movie clone makes for amusing play and some addictive action

RATING	
PRESENTATION	81%
GRAPHICS	85%
SOUND	68%
PLAYABILITY	82%
ADDICTIVITY	83%
OVERALL	**81%**





restored by collecting pods. Keys open up previously inaccessible areas.

In-between levels, extra equipment can be bought with coins pocketed from the corridors' floors (the lift doubles as an international armoury, apparently).

At intervals between the evermore difficult and complex mazes, a duel with a Master Zybot is a tough and unpleasant experience.

Tengen have produced a highly accurate conversion of a playable coin-op. The game is approximately a 3-D *Gauntlet* (but with the futuristic robot-blasting of oldie *Berzerk*) with the advantage in the two-player version that you can both do whatever you like rather than the restrictive following of one another — although team work can provide fun itself.

The graphics are fine — though the bright white corridors can strain the eyes a bit. Apart from that the small space for action has been used in the best possible way. Great blasting fun all the way, check it out as soon as possible!

RICHARD

Fast 'n ' furious blasting with a neat veiw point

RATING	
PRESENTATION	76%
GRAPHICS	78%
SOUND	71%
PLAYABILITY	86%
ADDICTIVITY	88%
OVERALL	**82%**

TOWER of LIGHT

Caris Software ■ £9.95 cass £12.95 disk

This is a right old FRP! And I don't mean that nastily, no sireee! Because, you see, *Tower Of Light* is a Fantasy Role Playing Game (FRPG) — and a decent one too.

A long time ago a particularly evil character descended upon a beautiful land and thereby appointed himself The Dark Lord. And just to prove his point he plunged the land into eternaldarkness.

After gathering a faithful army of vicious reprobates, he settled down and began ruling over the land in this, the Dark Age.

The High Council, followers of Good, were a mite peeved with the Dark Lord's carryings on and summonded a small company of heroic characters to overthrow him and restore the land to its once beautiful state.

The only way to defeat the Dark Lord is to find the Tower Of Light, to get the crown of Endil and crown a new king of the land. Luckily, the Tower Of Light is blessed with the powers of Good and evil characters cannot enter.

The heroic company comprises Ristrick, a strong human; Kalbar, a strong dwarf; Marleck, a mystical wizard; and Gimble a tricky elf. You can pick which characters to use, anything from just one to all four (the latter choice can be a bit of a handful!)

If you're controlling more than one character you can do 15 actions before the computer automatically swaps you to the next character. Sadly, there's no command to allow you to swap characters at will.

Essentially, *Tower Of Light* is little different from most graphic adventures — you enter commands in text form at the prompt. But it's all the interaction with other players and the general feeling of freedom about the game which make it an FRPG.

Tower Of Light is split into two parts — when the first section is completed you save details of the game out to tape or disk, then load in the second section and load your character details into that.

So, there you are — dumped with your companions in a strange land. What now? Well, getting started isn't that difficult. Wandering around the easily accessible locations often leads to discovering more and more. It's vitally important to talk to other characters you bump into on your travels. You meet a merchant, a nomad, a wizard... amongst many others. All are willing to indulge in conversation and often sell you useful objects.

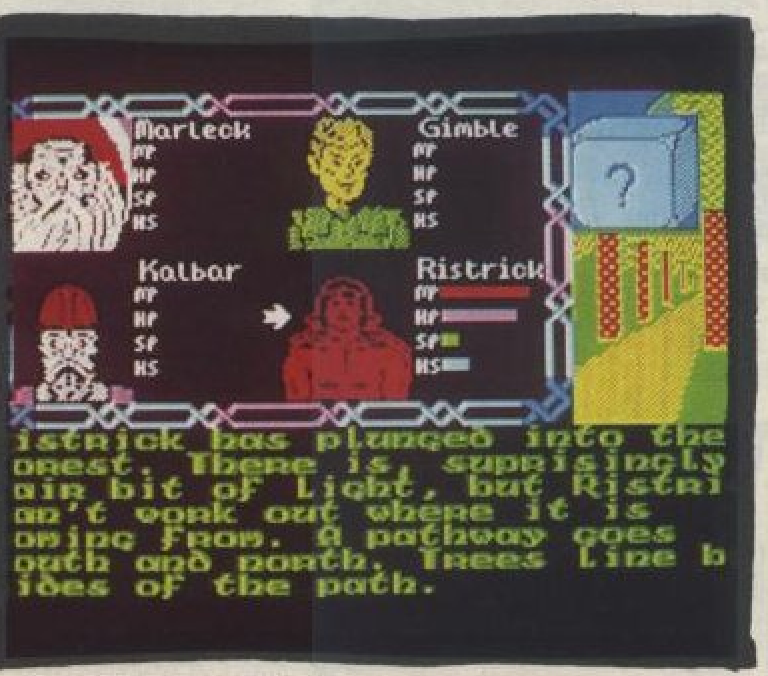
Naturally, not all the characters you meet are pleasant — especially within the walls of Herlion Castle where the evil minions of the Dark Lord reside. Getting through there is serious combat. You can fight enimies hand-to-hand, but this uses up your stregnth quickly. With each hit you or an enemy dishes out the die at the top of the screen 'rolls' and the number — from one to ten — it lands on is the amount of injury incurred.

So, equip your character with armour, a shield and a decent weapon if you want to stay alive for any length of time.

Each of your four characters have their own status panels with bars indicating health, maximum points, hit points and spell power. Alongside the status panels is a window displaying the landscapes. Don't concern yourself with these too much — they're all minimal and pretty irrelevant. All the information you need is found in the very well written text description.

A description of how *Tower of Light* develops would spoil your adventures — but, believe me, the further you get the better it becomes, and the second part is enthralling and clevery devised. If you haven't tacked an FRPG and you like a bit of brain work, *Tower Of Light* is one of the best places to start. Well produced, highly entertaining and completly engrossing.

RICHARD



An FRPG which plays as simply as a text adventure, offering plenty of scope

RATING	
PRESENTATION	85%
GRAPHICS	40%
SOUND	n/a
ATMOSPHERE	87%
PLAYABILITY	88%
OVERALL	88%

THE RUNNING MAN

Grandslam/Emerald Software ■ £9.99

It's showtime! And I don't mean that silly gameshow *Bob's Every Second 3-2-1 Catch That Bullseye*. Ooo super, smashing, great you've won a rubber bully! This is the highest-rated show in history, *The Running Man*. A deadly cat-and-mouse game where the contestant battles for the big prize — survival. Well that's what happens when you deregulate television. The funny thing, though, is Wogan isn't hosting this primetime gameshow, it's a bloke called Damon Killion

MIKE I haven't even seen the film, so I suppose that puts me in rather weak position to comment on the accuracy of the tie-in. As a stand-alone game, though, it's very enjoyable, so I suppose it makes no difference whether or not you like (or have even ever heard of) the film! The graphics are very good: the scrolling is smooth, and the characters are excellently animated. While the game itself isn't ridiculously difficult, it's challenging, and ought to last a decent player for a few weeks at the very least. I have to have a moan about the between-stage section, which is completely and totally impossible — maybe we're just rubbish at puzzle solving, but I can't help thinking that it's a bit too frustrating. Even so *The Running Man* is pretty and I'll be playing it for a while to come.

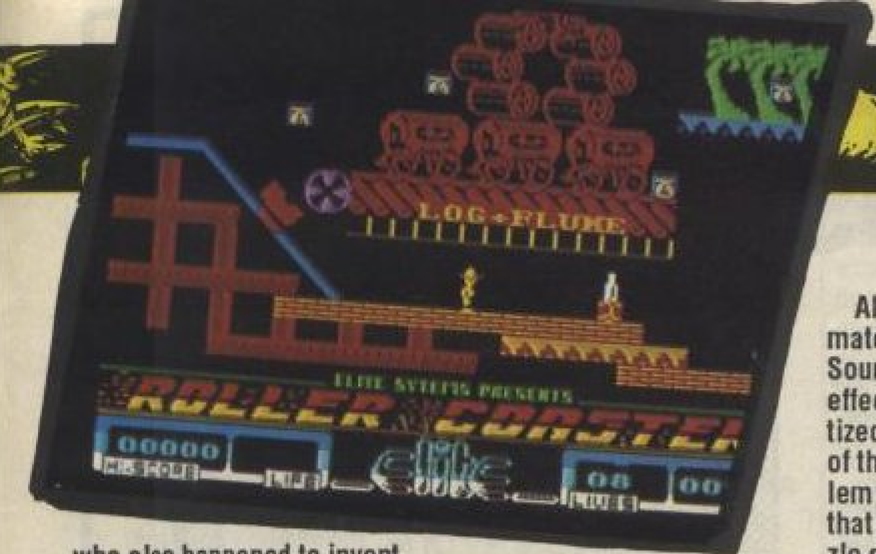
JAWS™

SCREEN 7/Intelligent Design
■ £9.99/£14.99

Jaws hits the Spectrum (Kerrang)! The deadly underwater monster is using his teeth the only way he knows how — by chomping swimmers in the waters surrounding Amity Island.

Brodie, Amity Island's Chief of Police, has to rid the place of this fishy foe. An easy task with big weapons, diving equipment and hard men; but, calamity strikes Amity, the shark-killing gun has been shattered into four segments and lost in the huge





who also happened to invent it.

Set in the year 2019, the USA has become a totalitarian state and only television distracts the people from their plight.

Ben Richards (played by our old friend Arnold Schwarzenegger) is a cop and while flying above a crowd of protesters in a big police chopper he is ordered to shoot at anything that moves. Being the sort of person who doesn't like murdering hundreds of innocent women and children he refuses and ends up in a high security prison (oh dear).

Anyway to cut a long story short... The End. No, I mean he escapes but is eventually caught again and given the choice of going back to prison or playing *The Running Man*. This is where the fun begins, well for you at least.

But what of the Spectrum version of this blood-thirsty film? The title sequence with Ben shouting 'I'll be back!' at Killion and then shooting down a big chute is a neat touch. Each zone has a nasty stalker to be killed and they get more difficult as you progress. Subzero is in the ice rink, he has a razor sharp hockey stick and explosive pucks; Buzzsaw is in the suburbs with a big chainsaw; Dynamo is a fat opera singer who fires electric bolts, and Fireball inhabits the complex and does what you'd expect him to do.

All the sprites are well animated and recognisable. Sound includes some neat effects, with a tune and digitized speech at the beginning of the game. The only problem with *The Running Man* is that it's a bit difficult, the puzzle stage in which you have to work out the satellite link-up code in particular.

The Running Man is an enjoyable game overall and I would definitely recommend it even if you are not a fan of the film.

NICK

Good film tie-in with strong movie feel and arcade qualities, but a bit tough

RATING	
PRESENTATION	83%
GRAPHICS	84%
SOUND	81%
PLAYABILITY	80%
ADDICTIVITY	80%
OVERALL	**80%**

RICHARD Surprisingly, *Jaws* doesn't appear very often throughout the game. The bulk of the game is really a map 'n' blast affair and a decent one at that. Attractive graphics, though offering little variety, and neatly executed and splash plenty of colour on screen to keep interest high. Gameplay is also of a high standard and should prove a real delight for experienced cartographers. Great start for Screen 7.

aquatic (ie under the water) maze. And you've got to find all the bits You're supplied with a high tech mini-submarine to help you in your search of the depths, but this sub is not invincible, in fact all the little fishies can blow it up at the drop of a hat (or a maggot!).

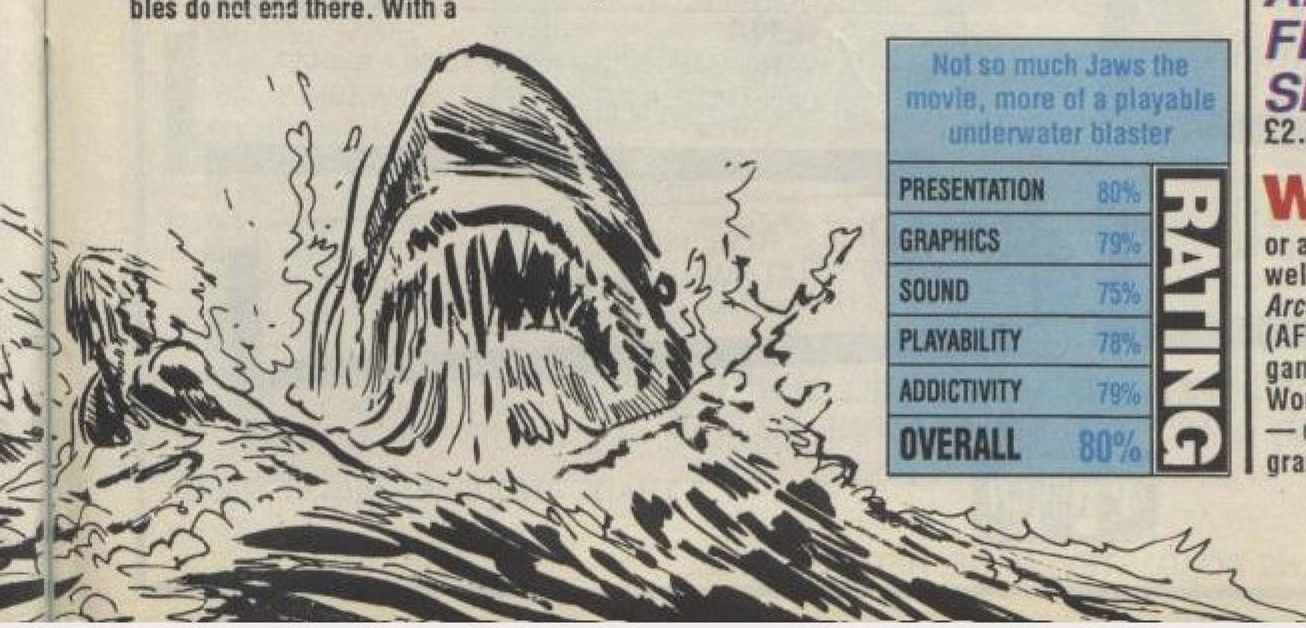
Some underwater nasties leave behind treasure, bombs, gun bits and other icons which do strange things to the mini-sub but your troubles do not end there. With a limited air supply, you also have to keep an eye on the weather conditions and temperature if the mission is to be a success.

The 128K version has a control panel which provides messages informing you where sharks have been sighted and places of killings — it's your choice whether to close the beaches or not. Close too many and you will get the sack!

Having assembled the gun a diver replaces the sub. Armed with only four bullets, three must score a direct hit on Jaws to complete the game.

Graphics are of excellent quality and are similar to Cybernoid in style. The animation on the larger sprites (namely Mr Jaws) is good and all the colours hardly clash. The theme tune is in there too — on the title screen — a bit rusty, but recognisable. It seems that all the gun bits are in the same place each game so once you find them it may loose some addictiveness, but you have still got to battle through the fishies. Overall *Jaws* is offers some good blasting fun.

NICK



Not so much Jaws the movie, more of a playable underwater blaster

RATING	
PRESENTATION	80%
GRAPHICS	79%
SOUND	75%
PLAYABILITY	78%
ADDICTIVITY	79%
OVERALL	**80%**

BUDGET

A Budget Bonanza in the crazy rooms at CRASH Towers

Only got a little bit of dosh in your pocket this month? Doncha worry! There are loads of dead good budget games on release. CRASH's two rotund reviewers, Nick 'doughnut' Roberts and Richard 'Bourbon' Eddy, check 'em out.

ROLLER COASTER

£1.99 ■ ENCORE (rerelease)

A CRASH Smash!

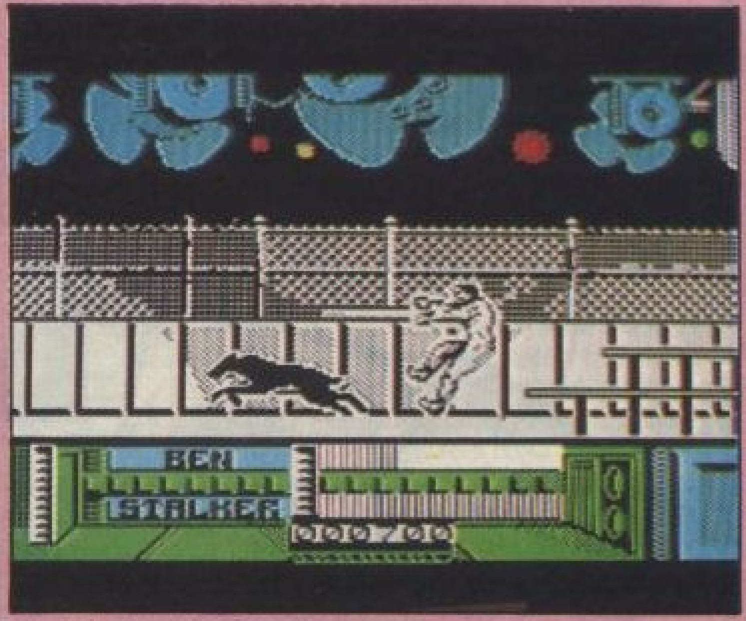
'A CRASH Smash!' Encore inform us. And indeed it was, at 94% no less. But remember that it was Christmas 1986 when we said that.

So have times achanged? Not that much because Colonel G Bogey is still hunting around his 60-screen fun fair for bags of dosh pinched by a pilfering employee.

You zoom around the well-animated and highly colourful screens riding the ghost train, log flume, and finally after many more rides embark on the roller coaster.

The emphasis in *Roller Coaster* is to have vast amounts of fun, and, boy, do you! Each screen is deviously devised, but not difficult to master once you get to grips with the gameplay. And the gameplay — it's so addictive! Don't hesitate to buy *Roller Coaster*, it's one of the best budget buys this month!

Overall *90%*



ARCADE FLIGHT SIMULATOR

£2.99 ■ CODE MASTERS

What have we got here then? An arcade game or a flight simulation? Er, well bit of both really. *Arcade Flight Simulator* (AFS) is really a dogfight game which takes place in World War I, II and finally III — each with appropriate graphics.

Viewed from overhead, your plane takes to the air shooting down all enemy planes in the vicinity. Once the air is clear you hurtle off towards an enemy base and bomb it. Having achieved that objective you go onto to do the same in wars II and III — though each level has more enemy planes and more bases to bomb.

Okay game, but lacking in decent gameplay and addiction.

Overall *64%*

BUDGET

TASK FORCE

£2.99
■ PLAYERS PREMIER

Before you say anything I would just like to point out that *Task Force* is not anything like *Cybernoid II*... well perhaps just a bit then (hem hem). But what's it all about?

Snide Gantree has been up to his old tricks again and with his evil mercenary mates has overrun our top-secret South Pacific Airforce base. The naughty people. In less than five hours Snide's men will have hacked into the targeting computers that control all the cruise missiles, and you know what that means... trouble with a capital TRUB!

The game is made up of loadsa screens, all which have really neat and well-coloured graphics. The main sprite, like the aliens, is not all that detailed, but the non-stop action keeps your mind fully alert. As with many other Players games there are mini puzzles to be solved in between the action. I recommend this for a good blast but don't expect much lastability.

Overall 68%

BOMBJACK II

£1.99 ■ ENCORE
(rerelease)

Jack's back, and leaping into action for his second platform bounding game. Like the original, *Bombjack II* is set over 40 screens of platforms each patrolled by a vicious creature. And rather than saving the world by defusing bombs, this time Jack leaps for his own ends as he collects sacks of money which lie on the platforms.

Sacks are either opened or closed, collecting an open sack gives you double the money of collecting an unopened one. Sacks also open in order — so when one open sack is collected another opens. Jack should plan his leaping in accordance with the order the sacks open for maximum dosh.

Sadly, for all the tweaking that has gone on, *Bombjack II* doesn't offer much more than its predecessor. The colourful backdrops are somewhat spoiled by the messy monochromatic sprites and there isn't much sound to spruce the proceedings up.

Worth it only if you haven't got the original.

Overall 65%



KOSMOS

£2.99 ■ ATLANTIS

Ahh! Skwibbles are wittle cute cweatures wiv poppy out eyes and big bellies (Nick dissolves into a gooey mess). And only you can stop them from becoming extinct. They are dotted around the planet Kosmos and you must rescue them and return them to Earth. It may sound like an easy mission, and it would be if the inhabitants of Kosmos weren't so nasty and your space ship hadn't broken.

The Skwibbles are also hungry little fellows and you must keep stuffing them with space fruit otherwise they will keel over and pop off.

You can pick up objects, some useful and some not, as well as buying them from space traders. Bits of spaceship and a refueller are the main things on the shopping list (get me some milk too Nick — Nick's mum). ID cards are also very useful.



I really love the way *Kosmos* is put together. It's full of jokes and cartoony bits that will have you in stitches. For example, when all your energy has gone, your little spaceman comes onto the screen and kicks a bucket (ha, ha!). All the graphics are very detailed with a good use of colour, making the game a joy to play. There is a jolly tune on the title screen and effects during play. I recommend *Kosmos* to anybody and everybody, so go out and get it now!

Overall 89%

STREET CRED FOOTBALL

£2.99 ■ PLAYERS PREMIER

You don't really want me to explain the rules of football do you? No, I thought not. And, anyway, there's no rules in the rough and rumble of street football.

The first thing you have to do when you start a game is select the team you want. All their faces are displayed and some of them look quite familiar. Two I spotted were Joe Blade and Eddie Large! You can also choose the colour of the pitch, the positions of the players and match duration.

The game itself isn't all that good, and far too easy if you are looking for a challenge. Once you have found a set pattern for getting to the goal and scoring you can just keep repeating this to win. The game might be more fun if you get a friend to play the other team but I shouldn't think that attraction will last long.

All the presentation and music is great and keeps up to Players' standard, although there's no sound while the football is being played — it's just a pity there isn't more playability.

Overall 58%

KOKOTONI WILF

£1.99■ ENCORE
(rerelease)

Now this is really going back in time. *Kokotoni Wilf* was one of the big challengers to *Jet Set Willy* in 1984, and also the first Elite game ever released!

Wilf, who can walk or fly under your control, has to travel through 63 screens spanning six time zones; from 500 million years BC to 2001 AD, finding pieces of the shattered Dragon Amulet.

Without weapons, Wilf has to flap his way around the danger-infested screens collecting the amulet pieces. As you progress through the zones the pieces become harder to collect.

Although the graphics are varied, colourful and reasonably attractive throughout, they are very simple and show their age. But like so many old games the finely-tuned playability and the addiction make it a great buy at this price (cliche number 493).

Overall 80%



SUBWAY VIGILANTE

£2.99
■ PLAYERS PREMIER

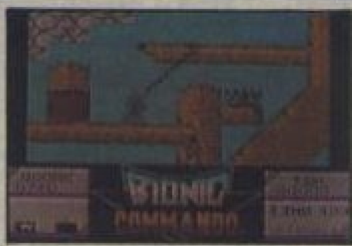
Surprisingly this is a game set in the London Underground which seems to have turned into the sight for World War III — well, nearly. Gangs of dealers, pushers, punks, muggers and striking train drivers fight in each station. Being the Subway Vigilante it is your job to stop them and protect the law-abiding citizens of London Town.

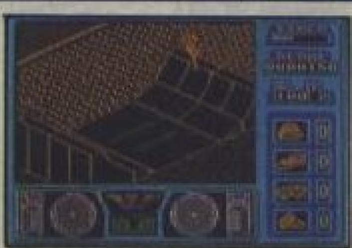
Well that's what the inlay says and roughly translated it means you've got to kick everything you see. *Subway Vigilante* lacks the usual Players presentation, with just a simple title screen before plunging into the game. Sound is made up of a mediocre tune at the beginning and a few special effects. You can choose between a monochrome or colour subway, the only difference being the top half of the play area.

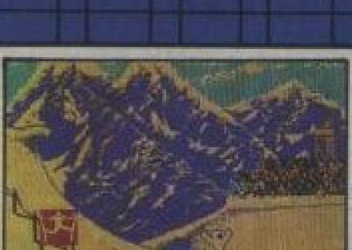
When you come to play the game you will be put off straight away by the difficulty. Muggers come from both directions at the same time, and as you move so slowly it is impossible to spin around to kill them all. Only get this if you are a real fan of the beat-'em-up... You'll need lots of patience too!

Overall 57%










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**The blazing summer sun means it's time for a look ahead to the seasons hot, hot, hot games. Unfortunately it's raining cats and dogs in Ludlow. Never mind...
Richard 'undercover agent' Eddy takes an early look at Batman, Indiana Jones, Starglider II, Maze Mania and Austerlitz due for your Spectrum in the months to come. Jus' can't wait...**



BATMAN

the movie

He's black, back... and he's bad. Ocean are back with a new Batman game — this time following the story of the movie. Quick! To the Batpreview!!

Black wings over Gotham City as the dark knight returns to the crime ridden streets to deal, once and for all, with the devilish Joker.

In the Ocean's new game of the movie, Batman is a far more vicious crime fighter than we've ever seen him before.

The game, due for release August 11 (hopefully), should reflect this in being action packed from start to finish, unlike the previous two puzzle orientated games.

On the case are **Mike Lamb** (batprogramming) and **Dawn Drake** (batgraphics). Both of them work in-house at Ocean and have previously worked on *RoboCop* and *Combat School* among many other titles.

Batman is split into four separate game-levels, beginning in the Batmobile on the streets of Gotham City. Viewed from the side, Batman swerves the sleek black superpowered car in and out of the Gotham traffic tracking the Joker's van. A neat effect in this section is the violent swinging action of the Batmobile as it turns those sharp street corners. Smell the burning batrubber!

From the Batmobile it's onto the Batwing, a new batinvention, which is a form of a plane. The action is set high above the sprawling skyscrapers of Gotham — but even up here Batman can't escape the evil trickery of the Joker. The Joker sends up balloons inflated with deadly Smilex gas. If inhaled you die instantly with a huge smile on your face. Is there no end to the Joker's evil mind?

No! Onto section three where Batman pursues the Joker in a chemical factory, where Smilex is made. Similar in style to the Drugs Factory section in *RoboCop*, Batman is equipped with the Batarang (a boomerang with wire attached);

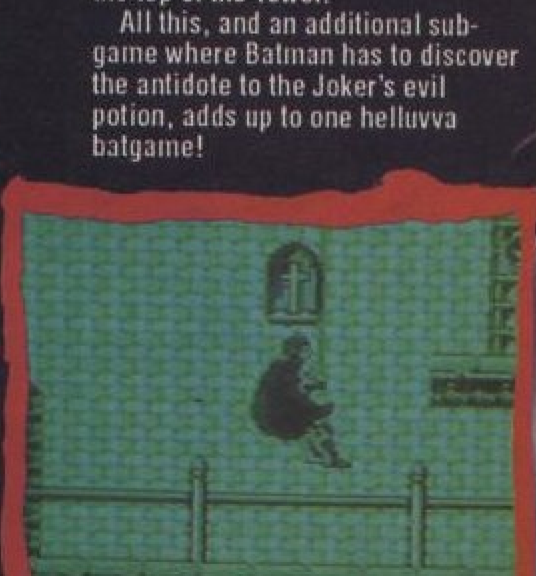


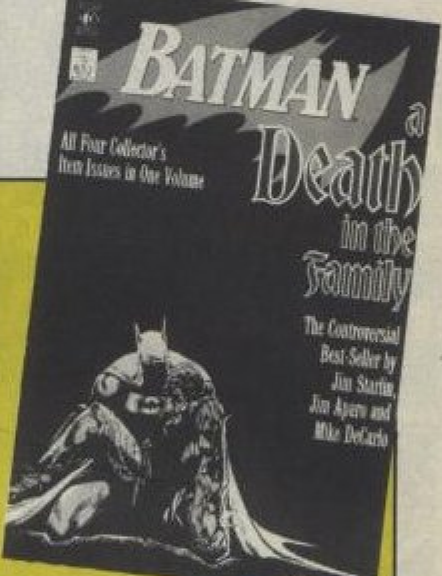
when thrown it grips the nearest solid object from which Batman can swing or hoist himself — as in *Bionic Commando*. The chase for the Joker continues into the fourth and final section which is centred around Gotham Church...

It's a madcap race around the churchyard, finally climbing the tower in hot pursuit of the Joker before he reaches his Jokecopter at the top of the Tower.

All this, and an additional subgame where Batman has to discover the antidote to the Joker's evil potion, adds up to one helluvva batgame!







A DEATH IN THE FAMILY

I love Batman. I've stalked the dangerous streets of Gotham City with him and various incarnations of Robin (Dick Grayson) all my life from the comical US TV series, the appalling cartoon yech!), the DC comics, the disturbing *Dark Knight* books, to the film.

A Death In The Family (Titan Books, 2.50) is the most controversial compilation of DC Comics released. The four parts chronicle the death of the more recent Robin (Jason Todd — Dick left five years ago to set up Teen Titans, young superheroes).

Jason's death was decided on not by Jim Starlin, the author, but by *Batman* comic readers. At the end of *Batman* issue 427 Jason was caught in an violent explosion — the readers then had 36 hours to decide whether he should live or die, by way of a phone vote.

Death won by a small majority of 72 votes. Jason Todd did not survive the explosion, dying alongside his mother.

I won't give the plot away, but A *Death In The Family* is well worth reading. Especially when Batman discovers Jason's dead body — it had me shaking, and I still am. Great stuff.

To celebrate the book's launch Titan Books have given CRASH ten — TEN! — copies to give away. To win a copy answer this...

Q: What is Batman's real name?
A) Wayne Bruce
B) Bruce Wayne
C) Bruce the Bat (c'mon! —Ed)

Entries on a batcard, or the back of a sealed envelope, to **HOLY BATTY BOOK COMPO, CRASH TOWERS, PO Box 10, Ludlow, Shropshire SY8 1DB**. Answers by July 27 please, normal batrules apply.



MAZE MANIA

It's a manic, wackabout, madcap race around 12 (or possibly 16, hasn't been decided yet) levels of kerrazzy, kerrazzy, mazes in Hewson's 'mazing new title *MazeMania*!!

MazeMania stars a new Hewson hero, Flippo, a speedy ball of lard with arms who travels the depths of the Tubular Bells maze casusing chaos and havoc where ever he goes. Flippo doesn't like the colours of the tiles which make up the mazes' paths so off he trots around the maze flipping the tiles to a different colour. When all the tiles on one level have been flipped it's onto the next level.

Mean creatures, who happen to quite like the colour of the maze paths, glide around the tunnels bashing Flippo whenever possible. Flippo builds up his power by collecting icons and can bound over star-spangled black holes to transport him to another section of the maze.

What a jolly larkabout this should be! And you can find for yourself when Hewson give away a complete level FREE on next month's CRASH Power tape. The game itself will be available in August, costing you £9.99 on cassette. Whoopee!

AUSTERLITZ 1805

Hello and welcome to Mastermind (cue polite applause). Our contestant is CCS and the specialist subject is strategy war games. Your time starts now...

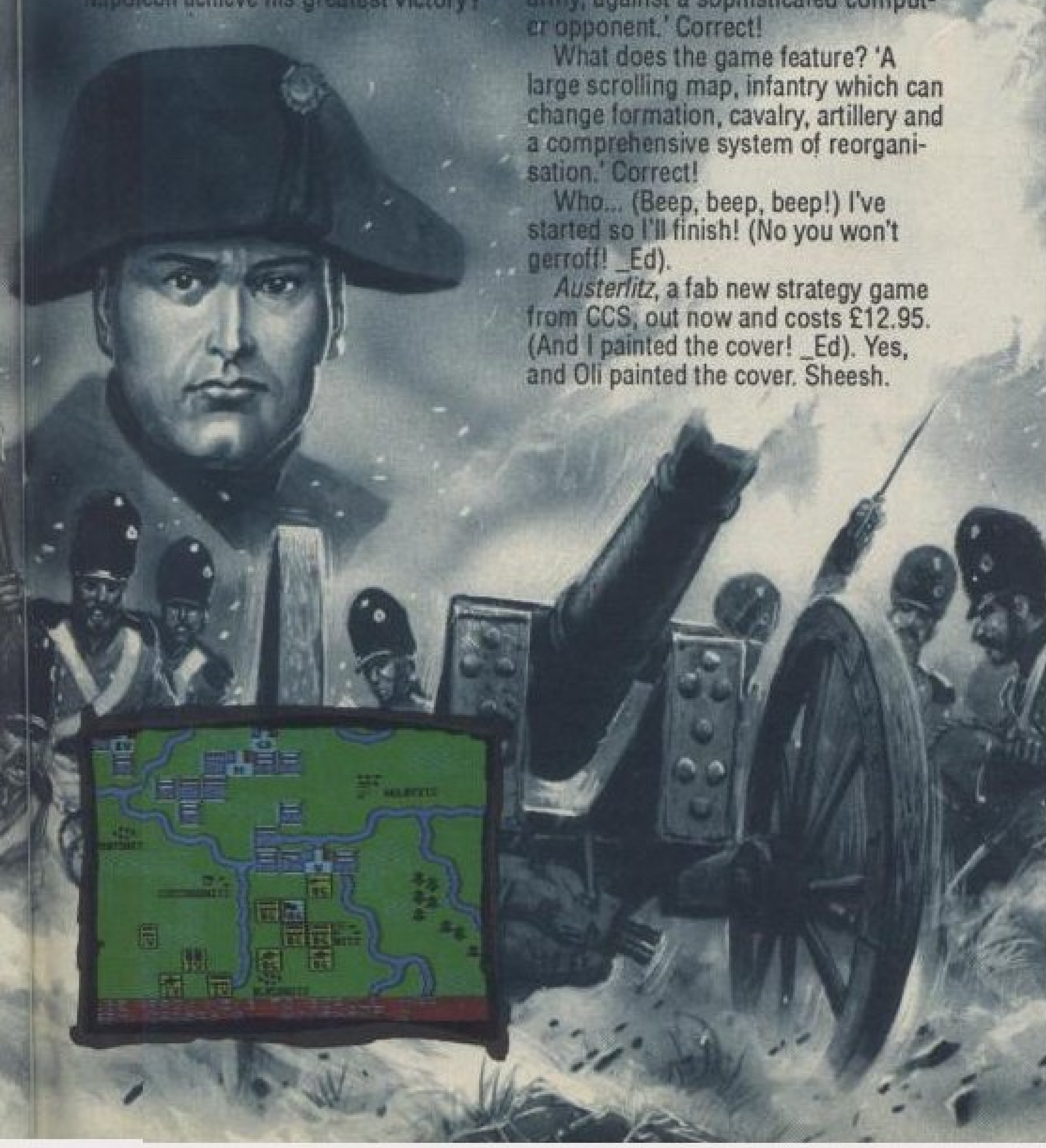
Where, on 2nd December 1805, did Napoleon achieve his greatest victory? 'Austerlitz'. Correct!

What does CCS's new simulation allow the player to do in their new game *Austerlitz*? 'You can command either Napoleon's French army or General Kutusov's Austro-Russian army, against a sophisticated computer opponent.' Correct!

What does the game feature? 'A large scrolling map, infantry which can change formation, cavalry, artillery and a comprehensive system of reorganisation.' Correct!

Who... (Beep, beep, beep!) I've started so I'll finish! (No you won't gerroff! _Ed).

Austerlitz, a fab new strategy game from CCS, out now and costs £12.95. (And I painted the cover! _Ed). Yes, and Oli painted the cover. Sheesh.



PREVIEW



INDIANA JONES
The Last Crusade

Ridiculous situation ahoy! *Indiana Jones And The Last Crusade* looks set to be the biggest film this summer. In the States it Scooped $28 million in its first weekend of release! And glorious US Gold have got the rights to it. And what does US Gold have to say about this epic due for release in August? 'Relive the movie! Capture the cross of Coronado!! Scramble across a rumbling circus train!! Survive a savage rat attack!!! Play Human fly on granite castle walls!!!' Coo! Doesn't it sound exciting? So what do you actually have to do when you're Indy on the Speccy? 'I'm afraid we can't tell you that,' say US Gold. Well, give us a rough outline to the plot of the game. 'No, that would be giving it away wouldn't it?'. Er, yes — but isn't that the whole idea of a preview?

Oh dear. CRASH is flummoxed. There's only one thing for it... espionage!!!! If Indy can find the greatest treasure — the Holy Grail — then surely CRASH can grab a hat 'n' whip and discover the game plot. So, here, for the first time anywhere, the Spectrum Indiana Jones game! (A nation cheers!)

The game, written by Tiertex, is split into four levels — each focusing on an aspect of the film. Indy starts his adventures in local caves filled with spiders and snakes, searching for the Cross of Coronado — a pricless medieval artifact. Once found, you have to escape the caves with it without being caught by a vicious gang of treasure hunters. Out of the caves you go and onto a moving circus train, running along the top and the gang still in hot pursuit.

An action-packed second section starts at Brunwald Castle in Venice, where Indy locates his dad, Dr Henry Jones, and then it's off to the rat-infested catacombs deep below the castle for more adventuring.

After the third section, set within the steel skeleton of a Zeppelin airship, the final quest is set in the Grail Temple where Indy has to finally locate the Holy Grail and its guarding Knight. Indy must succeed in three challenges to complete the game.

Tiertex saw the film ages ago, and have a unedited script, sadly locked away from anyone else, for them to base the game on. A review next month? Could be...



WIN INDY!!

Sphere Books have just published the story of Indiana Jones and the Last Crusade as a paperback novel. It comes in two versions: the adult version costs £3.50 and the junior book (Once upon a time...) costs £1.99.

And good ol' CRASH have teamed up with Sphere to offer ten — TEN! — adult books for this compo!

To win a copy tell us the name of the actor who plays Indiana Jones in all three films. Answers on a postcard to: **IT'S OLD WASSIS NAME INNIT COMPO, CRASH, PO Box 10, Ludlow, Shropshire SY81DB.** Entries here by July 27 pleeeease.

STARGLIDER II

It's amazing how secretive some software houses can be... Nothing had been heard about *Starglider II* since the ST and Amiga versions ('Magnificent, an instant classic!' roared TGM's reviewers). And then, out of the blue, up pops Micro'telecomsoft'Prose's spokesperson Martin 'Tiger' Moth (for it is he) and says, dismissivly, 'oh, and here's a nearly finished *Starglider II* on the Spectrum'.

Blimey! *Starglider II*? Spectrum?! Woooo! Yes, viewers it has arrived!

Unlike the 16-bit versions, which featured amazing solid 3-D graphics, we're back to wireframe graphics. Essential really, if you want the speed. The game is set two years after the original *Starglider* events occured, when Herman Krud's Ergon flagship was destroyed by a mere AGAV fighter. Now Krud's back! And with his space and land fleets in tow. Your mission: to annihilhilate the Ergon army and destroy the mighty beam projector aimed at your home planet, Novenia.



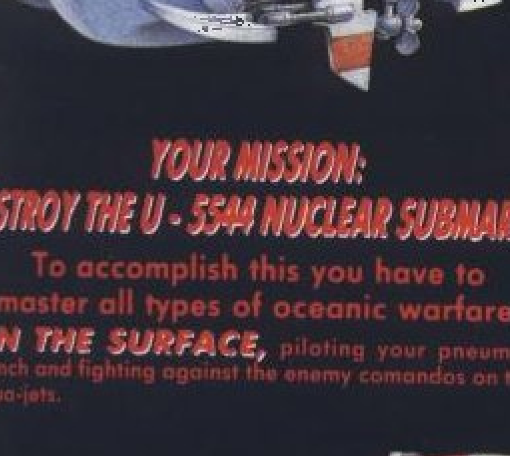


The lethal beam projector is being assembled on the Ergon's planet Apogee, and the way there is torturous. The one big — and I mean BIG — problem is that you can only enter Apogee unarmed. 'What? Without any major laser cannon?'! Er, yes. Moving swiftly along...

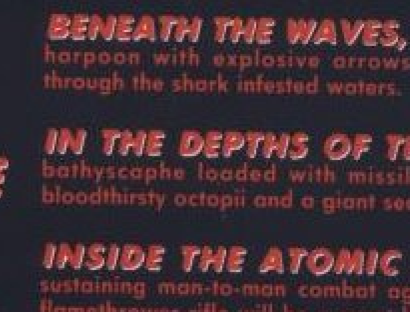
Meet up with 80 characters, ships, planetary installations and the deadly Stargliders in the Spectrum version, programmed by Steve Dunn, in June. Missile launched!!

NAVY MOVES



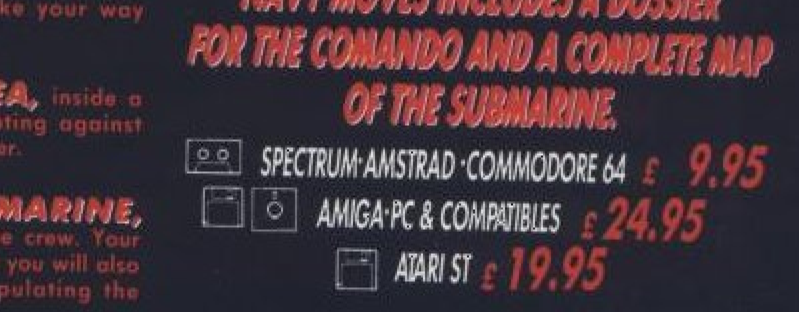


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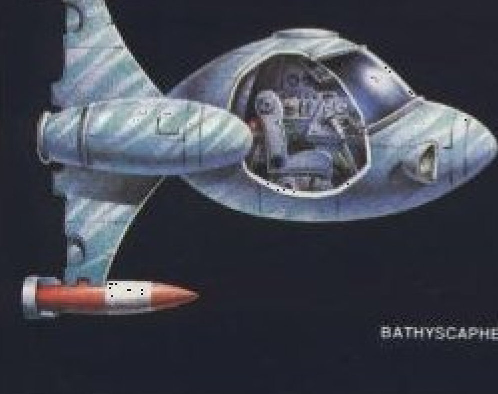
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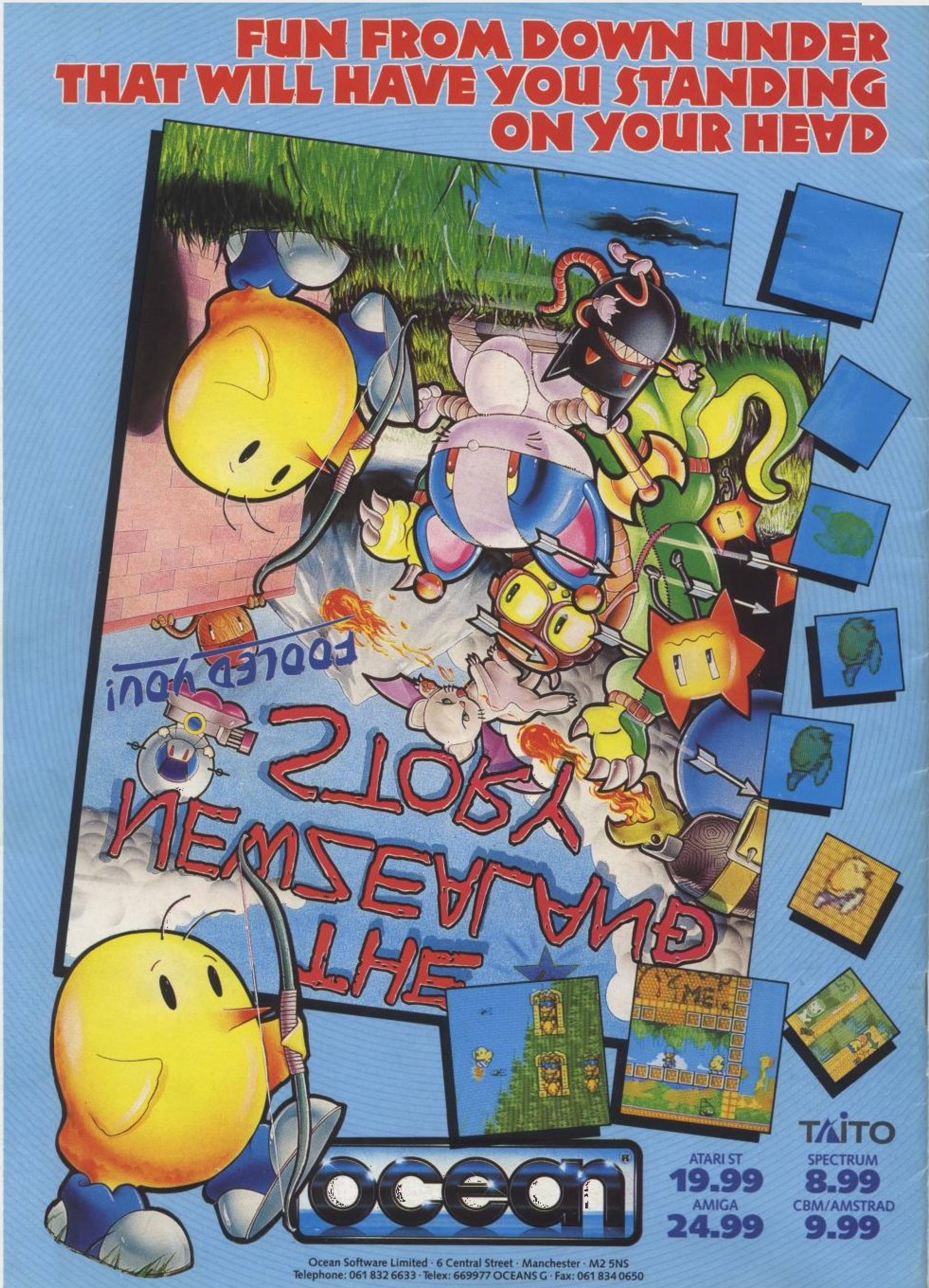
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